

CHESS ISSUE

DDW DW RPG

DIARY OF THE DOCTOR WHO

ROLE-PLAYING GAMES

The fanzine devoted to Doctor Who Gaming

ISSUE # 15



"THE ABSOLUTE PIN" ADVENTURE MODULE - "DEATH OR LIVE CHESS" ADVENTURE MODULE

"SLEEPING GIANTS AWAKEN" ADVENTURE MODULE

DOCTOR WHO CHESS SET REVIEWS - HOMEMADE DOCTOR WHO CHESS SETS

NEW FASA COMPANION STATS - MAKING YOUR OWN CRAFT TARDIS

PROPS IN DOCTOR WHO RPGS - THE DOCTOR'S VEHICLES IN THE TIME LORD RPG

and MORE...

EDITOR'S NOTES

Hello fellow Doctor Who gamers,

This issue we tackle one of the oldest known games on our planet, chess. If you are not a chess aficionado, there are still plenty of role-playing game and other features in this issue, so no worries. We just wanted to review the Doctor Who chess sets that have come out and decided to concentrate on the use of chess in *Doctor Who*. As perhaps one of the oldest known strategy games, it is perhaps nice to see that the Doctor has an affinity for the game through the many years of the show. I guess it just proves that at his very core, the Doctor is a gamer at heart(s)!

We've got some other great features for you this month as well. We welcome some excellent new articles from contributors Mark Anthony Quested, Anna Kaas, Neil Reibe, Lance Ducker and Jeff Miller! The growing number of solid contributors has allowed us to keep up our demanding publishing schedule and provide you with new *Doctor Who* gaming content each issue! We hope to get more features from these great writers.

And speaking of contributions, I'd like to take this opportunity to address our mission. The DDWRPG fanzine intends to support *Doctor Who* and gaming in all its forms. Obviously we are supporting the *Doctor Who Adventures in Time and Space* RPG, the *Time Lord* RPG, and also the FASA *Doctor Who* RPG as well. But we also strive to give information and perspectives on gaming and *Doctor Who* beyond just the games themselves. Articles on events, related books, activities and other experiences are an important part of a gamer's life as well.

Do you have something you want to make a part of our fanzine? We welcome you to contribute your own articles, modules, and other submissions. E-mail them to seidler@msoe.edu. We hope to hear from you!

Happy TARDIS travels,

-Nick "Zepo" Seidler [Editor, DDWRPG]



Chess model photos on pages 24-27 by Walt Stonebrunner

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This issue of the fanzine is dedicated to Ron Killian of the Turning Page comic book store. Ron has been a supporter of our fanzine projects and was the first person willing to distribute on our 'zines back in 1985. His comic book store is the best and we encourage you to support it. We got our first Doctor Who books, magazines, and comics there.



REVIEW: THE DANBURY MINT DOCTOR WHO CHESS SET

by Jeff Miller

■■■■■ of ■■■■■

COLLECTOR'S CHESS SET

MBI INC. (aka. DANBURY MINT) (1992)

UK ORIGINAL PRICE £15.45 per figure / £625.10 complete set

US ORIGINAL PRICE \$23.50 per figure / \$940.00 complete set

TT COLLECTOR'S PRICE £500 (\$775) complete set

The Doctor's Pawns

As Davros stated in "Journey's End" the companions of the Doctor are his army. In the Danbury Mint chess set the Doctor's army are his companions disguised as pawns and soldiers utilized by the king. Game play is the same as standard chess but the true worth is in the details of this set. Finely detailed pewter pieces comprise this highly prized collectible. The details from Adric's star on his front of his shirt to Kameilion's chest plate make the set all worth while. The Daleks plungers can be very fragile so if you have not used the set in awhile it can take some time to clean them gently. The solid base gives them a firm stand and none of the pieces seem cheaply



THE ORIGINAL CHESS SET WITH THE EXPANSION SET IN THE TARDIS FIGURE STORAGE BOX

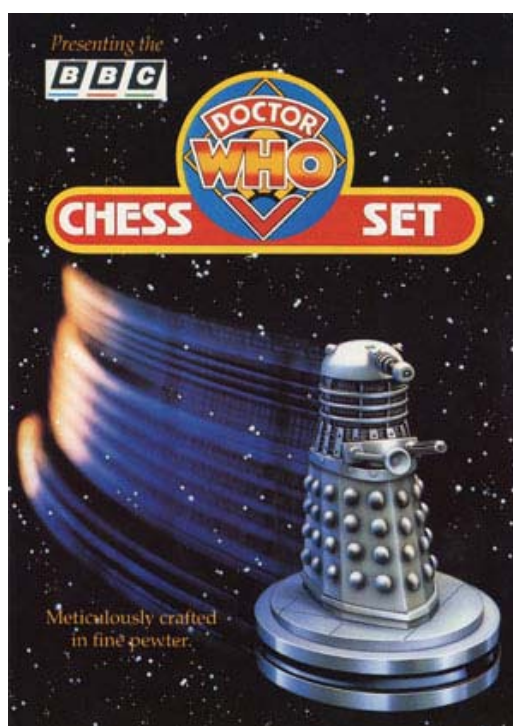


THE DANBURY MINT DOCTOR WHO CHESS SET

(The Cards in the front are the original and expansion set inserts that give the summary of the pieces)



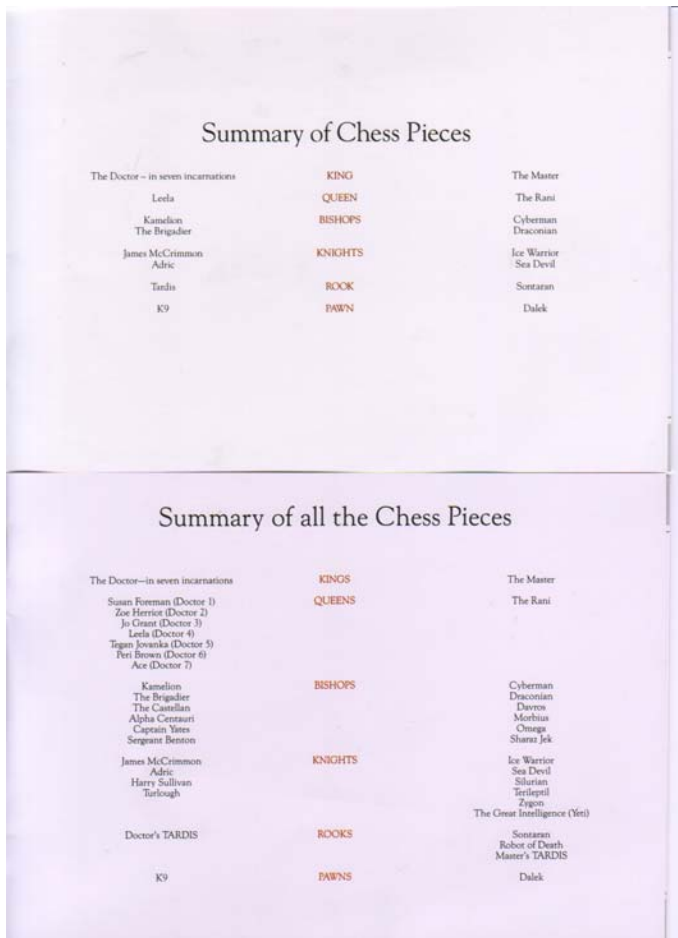
EXPANSION SET TARDIS DISPLAY CASE



ORIGINAL PROMO FLIER FOR THE SET

made.

It took a full 2 years to collect all 38 originals pieces. One would get two pieces every other month for £15.45 pounds plus £1 pound postage and handling (about \$23.50 and \$1.52 at 1992 exchange rates). This also means that it took considerable time (three years) to collect the original full set. With the show of the air, some collectors were worried that the set might be discontinued before it was finished. The sets currently sell on the secondary market for anywhere from \$200 - \$800 for the starter 38 piece set. The expansion sets are rarer and can go at around \$1500 by themselves.



Summary of the chess pieces are as follows:

- There are 66 chess pieces in the entire collection
- 38 pieces in the original set
- The original set has a presentation box that doubles as the chess board
- 24 pieces in the expansion set
- The expansion set pieces had their own storage option of a small display cabinet in the shape of the TARDIS
- 4 pieces in the 1996 TV-Movie Expansion set

BACKSIDE OF CARDS GIVING THE LIST OF PIECES



THE PIECES FROM THE ORIGINAL SET



CLOSE-UP OF THE DOCTORS (Red Kings)

Original Chess Set Pieces are as follows:

01. Red King - William Hartnell as The Doctor
02. Red King - Patrick Troughton as The Doctor
03. Red King - Jon Pertwee as The Doctor
04. Red King - Tom Baker as The Doctor
05. Red King - Peter Davison as The Doctor
06. Red King - Colin Baker as The Doctor
07. Red King - Sylvester McCoy as The Doctor
08. Red Queen - Leela
09. Red Bishop - Kamelion
10. Red Bishop - The Brigadier
11. Red Knight - Adric
12. Red Knight - Jamie
- 13 - 14. Red Rooks (x2) - The TARDIS
- 15 - 22. Red Pawns (x8) - K9

23. Black King - Roger Delgado as The Master
24. Black Queen - Rani
25. Black Bishop - Cyberman
26. Black Bishop - Davros
27. Black Knight - Ice Warrior
28. Black Knight - Sea Devil
- 29 - 30. Black Rooks (x2) - Sontaran
- 31 - 38. Black Pawns (x8) - Dalek

Next came the first expansion set comprising the following 24 pieces:

39. Red Queen - Susan
40. Red Queen - Zoe
41. Red Queen - Jo Grant
42. Red Queen - Tegan
43. Red Queen - Peri
44. Red Queen - Ace
45. Red Bishop - SGT Benton
46. Red Bishop - Castellan



INTERIOR OF THE BOARD WAS A CASE FOR THE FIGURES



TURLOUGH AND HARRY SULLIVAN EXPANSION PIECES



PIECES FROM THE EXPANSION SET (With details of the bottom of the figures)

- 47. Red Bishop - Alpha Centauri
- 48. Red Bishop - CAPT Yates
- 49. Red Knight - Harry Sullivan
- 50. Red Knight - Turlough



- 51. Black Bishop - Davros
- 52. Black Bishop - Omega
- 53. Black Bishop - Morbius
- 54. Black Bishop - Sharez Jek
- 55. Black Knight - Terileptil
- 56. Black Knight - Yeti
- 57. Black Knight - Silurian
- 58. Black Knight - Zygon



- 59 - 60. Black Rook (x2) - Robot of Death
- 61 - 62. Black Rook (x2) - Master's TARDIS

Then came the 1996 TV-Movie expansion set which comprised four pieces as follows:

- 63. Red King - Paul McGann as The Doctor
- 64. Red Queen - Grace
- 65. Red Knight - Chang Lee
- 66. Black King - Eric Roberts as The Master



NOTE THAT MASTER'S TARDIS ROOK FEATURES THE GRANDFATHER CLOCK VERSION FROM "THE DEADLY ASSASSIN"

So when it is all said and done, how would the Danbury Mint *Doctor Who* chess set fair as a *Doctor Who* inspired game or collectable? I would definitely give the set five TARDISes as it is my favorite piece of my whole collection. But due to the pricing it is not for the middle of the road collector.

5 out of 5 TARDISes.



THE 1996 DOCTOR WHO TV-MOVIE EXPANSION SET

HOMEMADE DOCTOR WHO CHESS SETS

Chess is a universal and ancient game that dates back to India in the 6th century. By 1475CE, the modern rules of chess itself were established and the game has changed very little since that time. As such, the game itself is not copyrighted and people the world over are familiar with the game. Because of this, the popularity of making specialized sets that tie in to other themes such as comic strips, television shows, and movies has become a popular marketing tool.

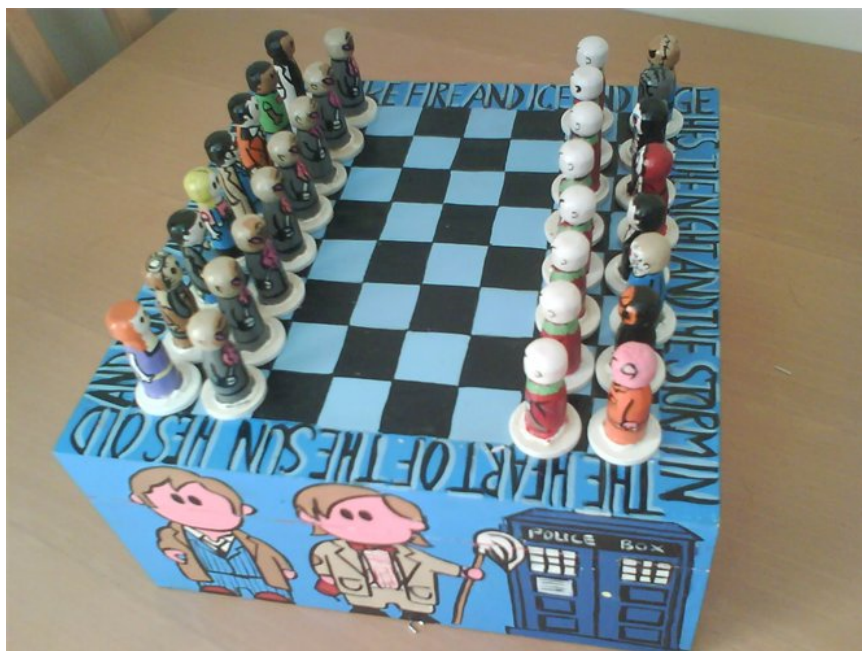
Though the first commercial *Doctor Who* chess set was first released in 1992, numerous fans had taken it upon themselves to make their own *Doctor Who*-related chess sets at least a decade before this official release. This author remembers seeing his first fan-made chess set in 1986, when an enterprising fan made a chess set out of the Citadel/FASA Role-Playing miniatures that were available at the time. This is still a popular do-it-yourself method of making a *Doctor Who* chess set. One can still pick up the Harlequin line of *Doctor Who* miniatures from Black Tree Designs on-line. With a little effort one can easily create your own set for a small amount of money compared to what the Danbury Mint set was costing collectors each month back in the day.

Of course, to really have a unique chess set, one should strike off into hobbying on one's own and make a personalized set such as those that we found on-line. The King for the white pieces is the obvious choice of the Doctor. But who do you select as your other pieces in such a set? This is the excitement of making one's own chess set, in that one can choose the pieces that one wishes to be represented on the board. We recommend still making the pieces obvious as to their purpose, such as something identifying the chess piece on the base. Even simple labeling such as "knight" and rook" will help, as too many unique pieces will make it hard for people to keep track of which chess piece the figure is meant to represent.

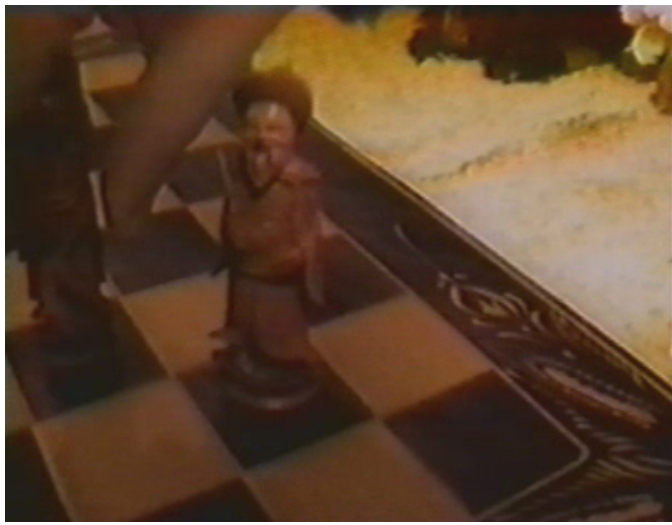
So go forth and make your own sets. No need to spend too many grotzits on buying those commercial sets out there. If you do make your own, let us know!



SET BY DEVIANT ART USER ELDALIN SKYWALKER



PEG PEOPLE CHESS SET BY ALEX SHEPARD



CHESS TROPES IN DOCTOR WHO RPGs

The game of chess is one of the earliest and most classic strategy games in history and it can be argued the first war game. Because of this chess becomes a feature of many classic hero versus villain battles. Even *Harry Potter and the Chamber of Secrets* featured Harry, Ron, and Hermione confronting the classic game in order to continue their battle against evil. *Doctor Who* is no exception to this trend. Chess has featured in numerous *Doctor Who* stories both featuring the Doctor playing in a friendly game, say versus K-9, to the Doctor having to figure out chess related or similar problem in course of a story. Introducing chess elements into an adventure module is a tried and true method of getting the players to think a bit more in a game. We present here a few ways that chess can be used in a *Doctor Who* RPG adventure to set the tone of a scene or encounter or to challenge the players.

Chess as a standard game can be introduced into an adventure module as a game that the characters get involved in. A GM might use this as a way for the players to get to know an NPC (who simply invites them to a friendly game), or as a challenge between two characters. The game can be a competitive between two people, or as a method for two characters to get to know one another.

If a villain, or a set of Non-Player Characters, is encountered and they are playing chess, this is usually a subconscious indicator that those characters are intelligent and also calculated in their actions. Because of the strategic and competitive nature of chess, the appearance of a chess board in a room belonging to such an NPC might be a hint to the players that the character in question is smarter or more deliberate in their actions than may be obvious on the surface. If a villain were to ask the players to a game of chess, this might be a good hint to the player characters that they have been directly challenged by the villain. A game of cat and mouse, check and checkmate, may soon follow in which the two sides are facing off in a game to the end.

The allegory of a chess match is also that of a slow threat or a long game to a final victory. Just as small hints and chess moves are made a part of the end of the Seventh Doctor's run, we eventually find out that he has been playing a drawn out game against Fenric. The chess match that plays itself out over a number of adventure modules (whether an actual game of chess that appears from adventure to adventure, or simply hints of a threat) gives the players a hint that they need to try to figure out the threat against them, and maneuver themselves into a situation in which they can defeat the threat. Chess used in this manner to set up the scene for a dangerous encounter gives the hint of danger to the players.

Chess does not need to appear as a standard board game either. It can be found as two or three dimensional com-

puter versions as well. A live-action version, or a hologram might be the form that the players encounter. Perhaps players encounter chess game annotations in an adventure and need to find out what they are or solve the problem (as chess annotation is a form of cipher that chess players can use to replicate moves). It is easy to use a real chess set as a visual aid in a game as well, as the sets are cheap and easy to come by.

Savvy Game Masters might introduce variation of chess that have slightly different rules. Perhaps the fictional 3-D chess of *Star Trek* might be used, or chess rules that Time Lords might play in which different time zones come into play. We like the idea of playing three games of chess at one time (one board representing the past, one the present, and one the future), and allowing a player to move a piece once it reaches the fourth rank onto another board to represent time travel. Such variations can create mind-bending possibilities and problems for the players to solve within an RPG adventure module.

The opportunity to use chess moves or a chess board as a trap in a module is also a tried and true trope in *Doctor Who*. From the chessboard trap the Master foils to kill the Cybermen that hold him hostage in “The Five Doctors” to the deadly game of Live Chess seen in “The Wedding of River Song”. Trapped squares, electrified pieces, or squares that turn into pit traps can all be used as a threat to players that must solve the deadly problem at hand.

Overall, chess becomes a game within the game. It tips the hat of certain situations and acts as a clue for the particularly aware player. It can present a challenge in a role-playing game, or become a dangerous trap that must be overcome. Chess as a game can also be a commonality between various characters (such as Ian and Marco Polo) or as a reminder of a fatal challenge that must be overcome (such as between the Seventh Doctor and Fenric).

Players do not have to actually play chess in an adventure (GMs can use Ingenuity or Mentality rolls to see how a game is going). But to have the characters in a situation in which the game of chess and its results are important to the narrative allows the adventure to grow with an added layer of challenge. Which side will hear the word “Checkmate?”



COMING SOON...

In their 08 February 2012 e-newsletter Cubicle 7 gave us an update as to the state of the *Doctor Who-Adventures in Time and Space* revised game and supplements. Their press release read as follows:



We'll be reporting back on this in more detail very soon, but the Eleventh Doctor Edition of the game is in the process of going to press. The PDF should be ready in a couple of weeks. It's looking great, as is the Time Travelers Companion, for which it has been a delight going through all the classic series images. You'll see even more of these in Defending the Earth - the UNIT sourcebook.

With the release of the new edition, we'll be getting back on track with the long-awaited supplements, along with a host of so-far-unannounced [sic] products. And then there's the 50th Anniversary... it's going to be a fantastic time for the game. So watch out for updates in future newsletters!

So it looks like the progress that many *Doctor Who* gamers were looking forward to in regards to the re-release of the DWaTS game and its supplements is drawing near! Not only do we know that the promised supplements are being updated, but have now gotten official word that other previously "unannounced" products have been worked on that we had heard rumored about. It looks like the *Doctor Who-Adventures in Time and Space* game is getting ready to grow again!



ACADEMIC ROLE-PLAYING GAME ARCHIVE

In late 2011, Duke University in Durham, North Carolina (USA), became one of the first academic institutions to possess an archival collection of role-playing games for the purpose of academic study and preservation. Housed in the Perkins library, the Edwin and Terry Murray Collection of role-playing games includes thousands of boxed RPG and game sets that date back to the 1970s. A game night that celebrated the opening of the collection was held on Tuesday, 13 December 2011 in the Biddle Rare Book Room at the Perkins Library.

Duke University ran a special article related to the collection which can be accessed on-line here:

<http://today.duke.edu/2011/12/rpgames>

An inventory of the game collection and a description of it can be found here:

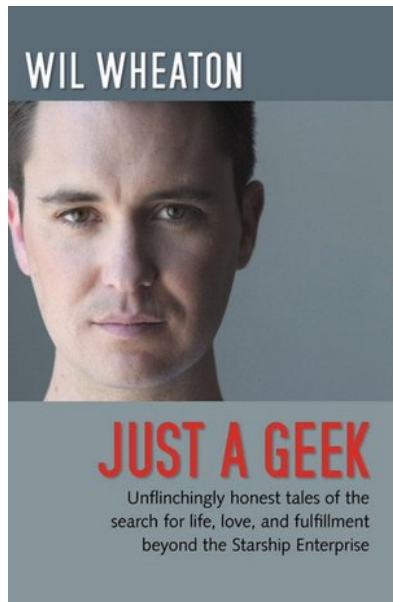
<http://library.duke.edu/rubenstein/findingaids/murrayrpg/>



HOLDINGS AT THE PERKINS LIBRARY
INCLUDE THE FASA DOCTOR WHO RPG

Of interest to *Doctor Who* role-players is that the "classic" collection of notable games includes the FASA *Doctor Who* RPG. At this time the *Time Lord* RPG and the *Doctor Who-Adventures in Space and Time* RPG are not yet part of the holdings, but due to the importance of these games as part of popular culture, we expect them to eventually be added to the collection. We thought it was great that the *Doctor Who* RPG was one that was featured games in Duke's announcement of the collection!





REVIEW: JUST A GEEK

■■■■■½ of ■■■■■

AUTOBIOGRAPHICAL BOOK

By Wil Wheaton

O'REILLY MEDIA (2004)

ISBN 978-0596806316

USA MSRP \$16.99

Wil Wheaton is best known to sci-fi fans for his role of Wesley Crusher in the series *Star Trek: The Next Generation*, a character that was often reviled by Trek fans of the time who disliked the teenage space voyager who would eventually helm the Enterprise-D on the show. But Wheaton, well known to be a role-playing gamer, has shed some light on his growth as a person. Following his post-Trek journey from being a struggling actor once again to being a successful author, his new book is called *Just a Geek: Unflinchingly Honest Tales of the Search for Life, Love, and Fulfillment Beyond the Starship Enterprise*.

Doctor Who gamers will first notice the name of the person who wrote the introduction to Wheaton's book. The intro features none other than *Doctor Who* writer Neil Gaiman who is best known to many of our readers as the author of the *Doctor Who* episode "The Doctor's Wife". Gaiman introduces Wheaton's book by pointing out Wheaton's developing writing style and his love for things "geek". And thus, from the early pages of the intro, Wheaton is seemingly connected to the same interests as the readers of our 'zine.

The book itself becomes a cathartic and interesting journey through the mind of Wil Wheaton. At first, Wheaton struggles with the childhood mistake(?) of mis-assessing his connection to the *Star Trek* franchise and the family that he would come to miss after his departure from the Next Gen series. Wheaton did not want to fall into the role of a washed up actor who would forever be remembered only for their *Star Trek* role. Unfortunately, his leaving the series put his acting career into neutral as producers chose actors who were "edgier" over Wheaton who even they said had superior acting ability. Struggling with finding work, Wheaton's book takes us through a wonderful and amazing journey of self-discovery. From fighting his inner demons as he wants to prove to himself he made the right decision in leaving the series, to finding his legs as a comedian, to emerging with a passion for writing. All of this wrapped in his personal journey of finding love with a woman and family that gives him purpose. What is exciting about this book is that Wil Wheaton's journey is that of a geek and gamer who once found himself where many of us as fans of sci-fi TV wish we might have been: on the bridge of the starship Enterprise. Wheaton allows us to realize that it is not a star-ward voyage, but the voyage to understanding ourselves, that is one's real life journey. Taking this trip with Wheaton, even for just the 267 pages, allows us to appreciate him not only as an actor, or as a gamer, or as a writer, but as a developing individual. Perhaps just like us.

Wheaton is well known for being a gamer. His autobiographical narrative finds itself referencing gamer interests he has made a part of his life such as *GURPS*, *D&D*, *Awful Green Things from Outer Space*, and painting miniatures in his breaks between shooting TNG. As one journeys through the book, one suddenly realizes that despite his recent appearances on *Big Bang Theory*, or his successful on-line blog (Wil Wheaton dot net), Wheaton really is one of us—a person with a healthy interest in sci-fi, computer culture and gaming. In an interview late in the book, one person asks if Wheaton compares the character of Wesley Crusher to *Doctor Who*'s character of Adric (a distinct and memorable part of the series, but generally disliked by fans). Wheaton shamefully admits that he does not have a background in the BBC series and cannot make a comparison. This honesty and forthright approach wins a reader over, as he quickly defends his love for *Star Trek* by quickly pointing out that he did not write the lines for, or make choices for, the character of Wesley Crusher. He worked with the material he was given. Now, Wheaton, just like Matthew Waterhouse who played Adric who penned his own autobiography (*Blue Box Boy*), is the writer who DOES create the material. And the material is first rate.

4½ out of 5 TARDISes.

Wil Wheaton has since become interested and a fan of the *Doctor Who* series. His comments in regard to the BBC series can be found at: <http://wilwheaton.typepad.com/wwdnbackup/2007/12/genesis-of-the.html>

GAMER ETIQUETTE 106

by Lance Ducker



If there is one thing that many gamers can get a little superstitious about, it is their dice. Why so many people care so much about a bag of dice is a mystery, but the etiquette surrounding them is good to note. Gaming groups have certain rules surrounding dice and their use, so take time to know what is acceptable for play.

As a rule of thumb, each player should have your own set of dice. Some people share dice, but the cost is minimal for a set, and people feel that their dice are to be handled only by them. Whether they lose their mojo or magic if someone else touches them is fairly common, but you need to let players handle their own. Players have been known to bless their dice by a number of ways, and if it helps them all the better. If someone else's die rolls on the floor, you may want to pick it up, but do not be surprised to see a player scramble for their own die. Some players like to separate

their dice in piles of similar sided or colored, and some separate dice that are rolling good for them or bag the bad ones. Regardless of your superstitions, hopefully they do not cause a fuss at the table. If there is one rule to always follow, please be considerate and do not stack dice. It can be distracting to see someone make a tower 20 dice tall, and it is worse if they fall.

Some house rules require the use of specific dice. The common 6-sided die has two variations – pips and numbered. Pips are those dots on the faces of the die, and standard 6-sided dice have the total of opposing faces add up to seven. Some gaming tables require the use of dice with pips. House rules may not allow for dice that do not follow conventions by having rounded corners or unbalanced sides that do not equal to the number of sides plus 1. A pair of ten sided dice may require that one is a different color or it is marked with tens rather than single digits. Just as Las Vegas has its standards, so do some gaming tables.

Like most games, dice rolling may have certain rules. Most GMs require a player's roll to be visible by multiple players to confirm the roll. If one die is cocked, you may be asked to reroll that die or both dice. If a die roll requires you to roll one die before another, be sure to roll one before the other. Even if you said the red die was first, the GM may require you to roll again if you rolled them together. If one die rolls off the table, you may need to reroll both dice, or only the one that rolled off the table. When rolling for initiative, GMs may require you to keep that die visible as the GM goes through the round. Encourage all players to use the proper dice when rolling. Some players may want to substitute dice when rolling (i.e. using one ten sided die and another die to determine one to ten or eleven to twenty instead of a 20 sided). Players may take issue with this, so ask before doing it. Regardless of the house rules, everyone should play with the same rules.

Games that involve dice can lead to frustration be players. An intense gaming session can turn on the luck of a roll, so expect some charged emotions from time to time. Some players have been angry enough to throw their unlucky dice out of windows or across rooms after a bad roll. Emotions can run high, but do not let it get the better of you. You can always throw a die away after the session rather than making a spectacle of yourself. If you think that only children throw dice, you have probably never attended a gaming convention.

Many electronic gadgets and programs can simulate dice rolls, but there is no substitute for the real thing. Online mapping tools often include dice rollers, but part of the gaming experience is the actual rolling of dice. Some GMs require the use tools to assist in the running of larger combats where they do not have enough dice to cover the necessary actions, but this should be the exception rather than the rule unless everyone is using the same device or tool. An alternative is to have a pool of dice for such an occasion, but that may not sit well with all the players. Feel free to discuss with your group to see if there is any interest before making a change. Realize that other players see the online tools as a video game more than the role-playing game.

































Given all the time that gamers interact by die rolls, you can see how they can be superstitious when it comes to how their dice are handled or rolled. Each player may have his own quirks about their dice, so be considerate. No one wants a bad roll to happen at a critical juncture in the session, but it does happen. Likewise, a good roll may help you overcome a near impossible obstacle, so take enjoyment in the actual act of rolling the dice. It may be the stuff of legends.









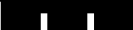






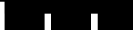

























































PAPER MINIATURES DOCTOR WHO CHESS SET

As this is our chess issue, here are some paper miniatures that one can use as a *Doctor Who* chess set of your very own. This set matches the Doctor against the Daleks! As pawns there are UNIT troopers and new era Daleks; for rooks the TARDIS or new Paradigm Daleks; for knights K-9 and Mickey (the tin dog combo) and Dalek Supremes; for bishops there are Rory and CPT Jack and original era Daleks. The queens are Amy and the Special Weapon's Dalek. The kings are the Doctor and Davros. We've also included an extra page of figures so that you can change out the white king Doctor, and also change out some of the queens. So print, cut out, and play!



PAWN	PAWN	PAWN	PAWN	PAWN	PAWN	PAWN	PAWN
							
							
PAWN	PAWN	PAWN	PAWN	PAWN	PAWN	PAWN	PAWN
PAWN	PAWN	PAWN	PAWN	PAWN	PAWN	PAWN	PAWN
							
							
PAWN	PAWN	PAWN	PAWN	PAWN	PAWN	PAWN	PAWN

ROOK	KNIGHT	BISHOP	QUEEN	KING	BISHOP	KNIGHT	ROOK
							
							
							
							
ROOK	KNIGHT	BISHOP	QUEEN	KING	BISHOP	KNIGHT	ROOK
ROOK	KNIGHT	BISHOP	QUEEN	KING	BISHOP	KNIGHT	ROOK
							
							
							
							
ROOK	KNIGHT	BISHOP	QUEEN	KING	BISHOP	KNIGHT	ROOK

KING	KING	KING	KING	KING	KING	KING	KING
							
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+
							
KING	KING	KING	KING	KING	KING	KING	KING
KING	KING	QUEEN	QUEEN	QUEEN	QUEEN	QUEEN	QUEEN
							
+	+	+	+	+	+	+	+
+	+	+	+	+	+	+	+
							
KING	KING	QUEEN	QUEEN	QUEEN	QUEEN	QUEEN	QUEEN

THE UNDERRATED COMPANIONS: PERPUGILLIAM BROWN

by Neil Riebe

Of all the Doctor's companions that FASA had created character stats for, Perpugilliam Brown arguably had the worst numbers. Her attributes were mediocre. Charisma and Mentality were Level IV, the rest was Level III. She only had one skill: Archeology Level II. Wow!

Sadly, not much can be done to improve on FASA's numbers. The screenwriters for *Doctor Who* used Peri as the quintessential companion. She asked the plot-pushing questions, screamed at the monsters, and looked good for the dads. She was not strong like Leela or knowledgeable like Romana. She was like us, the viewers, unremarkable.

Peri's strength is in her ability to stick her chin up at the face of the enemy and yell, "My name is Perpugilliam Brown and I can shout just as loud as you can!" Her character would be a lot of fun for players who put an emphasis on role-playing, especially experienced players who do not need to hide behind "bulked up" combat skills to have a good time. Peri is rebellious against authority, defiant toward evil, and persevering with her friends.

Despite everything that has been said, FASA's numbers can be improved upon. In "Planet of Fire", we see Peri is a bit of a carouser and had no problem striking off on her own to foreign countries, as revealed by her announcement to her stepfather that she was flying to Morocco with "two young English gentlemen". On the planet Sarn, she scaled rugged mountain slopes. We can easily justify adding Climbing, Carousing, and Streetwise to her skills. Below is our complete revision of Peri's statistics. We feel these numbers reflects the character's true potential.

PERPUGILLIUM "PERI" BROWN

	STR	END	DEX	CHA	MNT	INT
Level	III	III	III	Iv	IV	III
Score	6	6	6	10	10	6

MAX OP	12	WOUND HEAL	INACT SAVE	12
END		3	LEVEL III	
CURR OP	12	FATIGUE HEAL	UNC THRESH	6
END		3	LEVEL II	

Special Ability: None.

Combat Statistics: AP: 6

Unarmed Combat - Brawling - II

Skills - Level

Carousing	- IV	Social Sciences - Archeology (Earth)	- II
Climbing	- III	Sports - Swimming	- II
Life Sciences - Botany	- IV	Streetwise	- III
Life Sciences - Ecology	- III	Verbal Interaction - Bluffing	- III

Appearance:

Height: Average

Build: Average

Looks: Attractive

Apparent Age: Young Adult

Age: 18



Recognition handle:

Peri is a bouncy, short-haired brunette with elfin features and a broad smile.

Brief Personal History:

Peri is an American college student majoring in botany. She accompanied her stepfather on an archeological expedition off the coast of Lanzarote of the Canary Islands, dragging the seafloor for artifacts. She became bored and announced she wanted to fly to Morocco with a couple of young English gents. Her stepfather acquiesced, but stranded her aboard their boat with only an hour to reach her flight.

Undaunted, she attempted to swim ashore only to find she was not too good of a swimmer. Luckily for her, Turlough spotted Peri floundering in the sea. She got entangled in the Master's plot to rejuvenate his body after shrinking it while upgrading his Tissue Compression Eliminator. Even though her abrupt excursion on the alien planet of Sarn gave her a shock, she yearned to see more of the universe and traveled with the Doctor.

She has been menaced by everything from Cybermen, cannibalistic Androgums, to lecherous morticians. But the one person who caused her the most grief was the Doctor. She weathered his turbulent regeneration courageously and patiently, even after he had throttled her. The Doctor and Peri's relationship became contentious in its aftermath. But time heals all wounds. They became fonder of each other as time went on.

Peri's fate is open for speculation. The Time Lords put the Doctor on trial for endangering history with his meddling in time and space. During his testimony, it was revealed that a mad scientist named Crozier transferred an alien brain into Peri's body and then she had been shot by the warrior-king Yrcanos. Later, the court inquisitor revealed she had not undergone the operation and instead married King Yrcanos. Only through further investigation will the truth be known.

Personality:

Motivations/desires/goals: Peri is a typical college student, eager to take on the world on her own terms. She's all for parties and going on trips. However, she's not adaptable to alien environments. Extra-terrestrials make her nervous and even when she stands up to them her voice quivers. The Doctor is one of the few aliens she became fond of.

Manner: Peri is cheerful, even sassy, and at times willful. Her one downfall is that she frightens easily.



MODULE: THE ABSOLUTE PIN

“The Absolute Pin” is a Doctor Who adventure module set on the International Space Station in Earth’s orbit in 2021CE. The TARDIS crew join the astronauts on the station, only to find out that they are playing a game for their lives. This adventure module can be run with either a group featuring the Ninth Doctor and Rose or another group of time travelling players.



THE INTERNATIONAL SPACE STATION ABOVE THE EARTH



MISSION CONTROL MOVES THE PIECES AS DIRECTED BY BAD WOLF



IN SPACE, THE ASTRONAUTS PLAY FOR THEIR LIVES

The TARDIS lands and the console seems to show that the players have landed on Earth. Looking out of the TARDIS doors, the ship seems to have landed in a tight corridor of metal walls, and numerous drawers and computers. As soon as the players exit the TARDIS, they will find themselves in a weightless environment, floating in the air and without the effects of gravity. Players will quickly discover that they are not actually on Earth but in orbit around it in the International Space Station (ISS). Players will be able to look out the port holes and see the blue planet below them.

After exploring the players will soon discover that there are a group of five astronauts aboard the station (two Russians, an American, a South Korean, and a Brit). All the astronauts seem huddled in a part of the station, with headsets on and around a small table that is attached to a wall. As soon as the players identify themselves or say hello, the group will turn around, stunned in wonder at the arrival of new people on the station. A split second later, the team will declare “cut transmission for time out” and pull off their headsets and ask the crew how they got to the station and if they are the “rescue mission”. There is a flurry of questions and surprise and all of the crew members ask if the group is from a rescue mission space craft. It is obvious that the astronauts are desperate for help and think it has arrived.

As the players have the chance to assess the situation from the astronauts they will discover the following situation. As part of an education program between the space station and the ground control station a publicity event was set up. One of the astronauts, who happens to also be a chess grandmaster was selected to play a chess match against one of the most advanced computers on planet Earth. But once the game began, the computer (which was programmed to win the game any way it could) took control of the auxiliary functions of the space station (using the leverage of the player’s lives to achieve its goal to win). The computer itself has locked out all but communications related to the chess game between the station and mission control. The astronauts are trapped in the

station. (NOTE: While it is possible for the TARDIS crew simply to rescue the astronauts and bring them to Earth, a GM can create a reason for TARDIS travel to be disabled, such as the TARDIS being low on fuel and the Doctor having gone to Earth with the hope to refuel. This can happen after the end of the adventure when a solar flare happens).

One of the astronauts announces that the time out is almost over and that the game needs to restart. Once it does, the astronauts will put a finger to their lips telling the TARDIS crew to be quiet as the game begins. However, the computer (named Bad Wolf) will realize that oxygen is being used on the station faster than normal, and will accuse the astronauts of cheating, and getting help from more people. In turn, the supercomputer will tell the astronauts that it is shutting down their life support to speed the game up (which the computer sees as a way to secure its victory). The astronauts, already trapped on the space station are now in a race against time to finish the potentially deadly chess game!

There are two things that the players can do to help the astronauts and set the situation right. First, the players need to stabilize the life support systems and save the astronauts and themselves. Solutions can be as simple as shuttling some people to the TARDIS to conserve the air they have until another solution can be found, or to rewire the space station systems so that the astronauts have control rather than the Bad Wolf computer system.

Second, the crew must beat the computer at chess or in another way defeat it. This can be as simple as winning the chess game, or by destroying the computer's own sense of self-worth. Tricking the computer to logically question itself or by suggesting that its own input, such as the amount of people on the space station, is incorrect will confuse the computer. The GM might also have the players contact mission control, where one of the staff are willing to try to re-program the computer though the programmer may be putting their own life in danger (as the Bad Wolf computer tries to fight back using the controls of the environment).

The computer should be smart in its own right, but the players should be able to outsmart it.

An "Absolute Pin" is a move in chess when there is a pin against a king, called 'absolute' because the pinned piece cannot legally move as it would expose the king to check.



THE BAD WOLF COMPUTER



THE DOCTOR AND ROSE BID THE STATION FAREWELL

ADDITIONAL COMPLICATIONS

If the GM wants additional encounters or complexity to the adventure here are some plot items to add:

- Foreign agents have reprogrammed the computer in an attempt to sabotage the space station. But they also have a bomb on the Bad Wolf computer and detonate it. So even when the crew beat the computer they are trapped. Re-wiring the station to save everyone, and tracking down the foreign spies are the next order of business.
- The Bad Wolf computer system demands a rematch after the first mission is over and the crew must shut down the computer in person after piloting the TARDIS to Earth. The computer will try to prevent its shut down by using other computer systems to complicate the lives of the characters (such as setting off alarms to local police, adding the character's names to sex offender registries, and setting off government terrorism alerts).

REVIEW: DOCTOR WHO ANIMATED CHESS SET

1½ of 5

LENTICULAR ANIMATION CHESS SET
UNDERGROUND TOYS (2011)
USA MSRP \$65; UK MSRP £30



This past year saw the first release of an official *Doctor Who* chess set in almost a full 20 years! Character Options imprint Underground Toys released the *Doctor Who* Animated Chess set, which features lenticular animation on each of the chess pieces. So how does this novel product fair as a piece of merchandise aimed at the chess aficionado, gamer, and family games crowd?

The game itself comes packaged in a cardboard box that can be reused for storage. The rules of chess are printed on the back of the box to teach the uninitiated how to play the game. Interestingly, there are no diagrams for movement included, though the explanations are fairly simple but good. The set itself comes with a playing board and a full set of chess pieces. The playing board is simple and rather nicely decorated. One side features the chess board itself with a background imprint of the Pandorica design on it. The opposite side of the board actually features a color glossy full size photo of the Doctor, Amy and Rory. The fact that the opposite side of the board was used (as a backdrop for the packaging, but also as an alternate offering) is nice.

The chess pieces themselves are all square clear plastic with a base and a top on them. Inside the clear plastic is a lenticular photo that features a Doctor Who character meant to represent that playing piece. When moved, the photo mildly animates (usually zooming in on the character) with a few frames of motion. For example, the “white” bishops feature River Song as the character, and the lenticular motion clip of her is from the episode “The Big Bang” as she confronts the stone Dalek and charges her pistol. These clips are fun, and the lenticular motion of the pieces makes them enjoyable to look at.



Perhaps the novelty of the lenticular motion is weakened a bit by the poor choices for the playing pieces. The white set features the Doctor as the king, Amy Pond as the queen, Rory Williams as the knights, River Song as the bishops, and the TARDIS as the rooks. There are fine choices, but for the white side, the pawns are Judoon. This is a particularly poor choice, especially as the Judoon were part of the alliance in “The Pandorica Opens” that trap the Doctor. How they would be considered his allies is beyond understanding. The choices for the black pieces are a bit odd as well. The Supreme Dalek serves as the king, a Weeping Angel as the queen, Cybermen as knights, Silurian General Restac as bishops (why a specific character, instead of simply nameless Silurians that are less unique?), and the Pandorica as the rooks. But the choice of Smilers for pawns is an odd choice.

Ultimately, the set does what it is supposed to do, which is provide a fun and simple chess set to use. So instead of rating it at one and half TARDISEs as we originally planned, we gave it a two and a half because when it comes down to it the set works just fine as a chess set. The set just misses the flair the set needs to truly be a product we would recommend. Only if you are a big chess or *Doctor Who* collector would we suggest this set for its inflated price.

2½ out of 5 TARDISEs.





MODULE: "DEATH OR LIVE CHESS"

"Death or Live Chess" is a Doctor Who adventure module set on the planet Kimjung in 5047CE. This adventure has the TARDIS crew land and get involved in a dangerous game of live chess. Participating in this deadly game may end up being the only choice the players can make. This adventure module can be run with either the Doctor, Amy and Rory, or another group of time travelling characters.

The TARDIS crew land on the planet Kimjung, which has been selected for the Live Chess championship of 5148CE. Live Chess has become one of the universe's most popular blood sports in the far future, with several small side tournaments being held that are chess related as well. The whole Live Chess experience has become a popular event broadcast through the galaxy on various video channels, and has become the replacement for football (soccer) as the off-year sporting event of choice. People of many species face off in a battle of wits and intellect against one another, and the matches are broadcast throughout many galaxies. The TARDIS crew have a chance to attend the event and even meet some of the top players in the game. It is an exciting and special behind-the-scenes opportunity for the crew.

Walking around the event it is rather amazing. The event is generally held in a very large convention center in which there are numerous events that are being held at the same time. While there are some special matches that are taking center stage, there are also other participatory events that the general public can compete or participate in at the event. There is an open game tournament, open to anyone in the universe that wants to enter (appropriately known as "The Open") in which anyone may end up meeting a grandmaster in the final round and winning glory. There are challenge games that take place as well, in which a person goes up against another player or a Live Chess grandmaster in the hope of defeating them in a puzzle or another series of moves involving the chess board. There are also costume contests, meet and greet events with famous players, and discussions on classic Live Chess games. The highlight event of course is the Live Chess Grand Championship of 5047, in which two grandmasters are predicted to go head-to-head in a super match that will be broadcast throughout the universe. The match is currently planned to be between the six-time reigning Live Chess champion and undefeated Grandmaster Elena Rusakova and whomever wins the "Open" tournament. In general, the atmosphere is one of excitement and revelry with people watching games and cheering at multi-tiered viewing platforms around various games that are being played. Groups of people walk back and forth, and there is a general air of electricity—both real and

perceived, as the pieces in Live Chess are electrified and often shock the players. As the TARDIS crew characters walk around the event, they will be approached by various people and interesting NPCs. People will challenge them to games, offer them books on chess, and want to talk about their favorite players and chess memories. In many ways the atmosphere is a combination of a high profile sporting event and a science fiction convention.

As with the Olympics (or real chess championships during the Cold War) there is a bit of a political overtone to the event. While individuals do not “officially” represent countries or planets at the event, the background and home planet of various players is always prominently represented. As such, many of the matches between rivals from planets that are at odds are featured as special events. This is particularly true for the Military Clerics [from *Demon’s Run* as seen in the *Doctor Who* episode “A Good Man Goes to War”]. They are seen as an evolving threat in the 51st Century and those Chess matches that challenge the Military Clerics are very high profile matches. [NOTE: If playing the Doctor, Amy, and Rory in this adventure, this encounter can take place either before or after the events of “A Good Man Goes to War” but either way, the Doctor will not choose to engage the Military Clerics in any way as it will either upset future plans, or he has already defeated them.] As it turns out, the reigning champion, Alena Rusakova, is a representative of the Military Clerics, and any match that features her is especially reported and observed.

As the TARDIS crew walk around, they are passed out tickets for a special event drawing. The person passing out the tickets informs the characters that if their number is called they gain admission to a special event featuring the grandmaster champion that is very exclusive. After the crew receive their tickets, they can wander the halls and observe other games and events, as well as do some shopping in the exhibit halls. Later, the numbers are drawn for a special event, and the player’s tickets glow (as they are electronically activated). The characters have won a chance to observe the special event game.

Going to the special event match, it is held in a special observation area. There is a Live Chess board set up with observation platforms around the game board. A beautiful woman (Alena Rusakova herself) is seated at the chess board as the observers are brought in and seated in the observation area. As people settle in, there is a buzz about the game, and many people are holding their tickets out and checking the numbers. The ring announcer declares “This is a special event open to all who have been lucky enough to have won the lottery to observe this game.



LIVE CHESS CHAMPION ALENA RUSAKOVA

ABOUT LIVE CHESS

The game of Live Chess is seen briefly in the *Doctor Who* episode “The Wedding of River Song”. In the episode, the pieces are electrified, and each move increases the voltage (and presumably the deadly amperage as well) of the pieces. Likewise, in the story, the character of Gantok was allowed to wear a gauntlet while playing the game which would afford him some protection from the electricity (presumably through limited insulation or grounding). Thus in this write up, we presume that certain players can use or win pieces of equipment as they play the game, that then helps them later in the game. The game also allows a player to concede a game without death being the result. It is assumed that most people watch the game to see the level of chess skill and intellect at play, along with the possibility of seeing these chess experts endure the pain of the game as it occurs. It is quite probably that deaths do occur as a player tries to endure the pain of numerous moves as either part of their strategy or to try to stay in the game. As crowds attend the event, it is probable that there is a lot of interest in the sport, as well as gambling that occurs on the outcome. In general, this adventure module extrapolates on the game from what was seen in the episode on-screen.



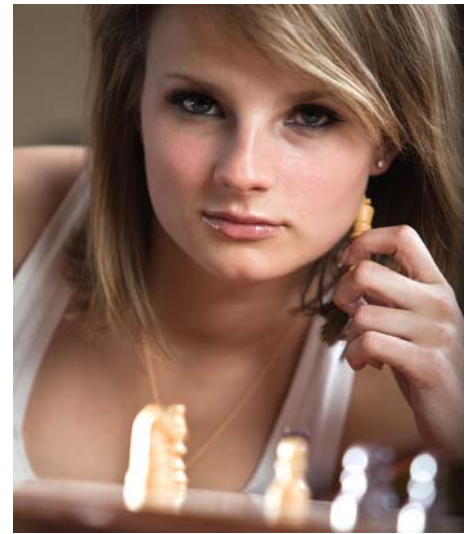
THE CROWD CHEER AT THE CHANCE OF BEING SELECTED

This event will select one lucky person here to engage in a riddle match with grandmaster and undefeated universal champion Alena Rusakova!" The crowd goes wild and many people check their tickets in the hope of being selected. Of course, the winning ticket number will belong to one of the player characters. [NOTE: *but not the Doctor if he is being played as a character.*] The character's ticket will blink and slowly make noise, so it is almost impossible to avoid being called out to participate in the match. The pressure to participate is immense, and if trying to default from the appearance, people will ask for identification, and one's official entry badge to the event, face possible criminal prosecution for having snuck into the Live Chess Championships, etc. It is much easier to simply participate in the event, and once agreeing to do so all else is forgotten as the crowd cheers encouragement.

The match rules are explained as being rather simple. The grand champion will set up a chess board as a puzzle. The player character can make moves across the board one space at a time (like a king), avoiding spaces under attack from a piece of either color. If the space the players has moved to is safe, it is declared "safe" and another turn can be made. The player may capture only a single chess piece (aka. move into the square occupied by another piece) during the game. If the player can make it across the board with-



THE CROWD GOES QUIET AS THE PLAYERS BEGIN THE PUZZLE



ELENA RUSAKOVA STATS

Stats for the Elena Rusakova:

If using the FASA *Doctor Who* RPG:

<u>STR</u>	<u>END</u>	<u>DEX</u>	<u>CHA</u>	<u>MNT</u>	<u>INT</u>
III	III	IV	VI	VI	III

Max Op End: 12 points **AP:** 7

Skills: Gaming-Chess - VI, Environmental Suit Operation - III, Gambling - VI, Physical Science-Computer Science - V, Unarmed Combat-Brawling - III, Verbal Interaction-Negotiation/Diplomacy - V.

If using the *Time Lord* RPG:

<u>STRENGTH</u>	<u>CONTROL</u>	<u>SIZE</u>	<u>WEIGHT</u>	<u>MOVE</u>
2	3	4	3	3

<u>KNOWLEDGE</u>	<u>DETERMINATION</u>	<u>AWARENESS</u>
5	4	2

Wounds: 16

Skills: Bargaining [Awar] 3, Brawling [Con] 2, Chess [Know] 3, Computing [Know] 3, Gambling [Awar] 3.

If using the *Doctor Who-Adventures in Time and Space* RPG:

<u>AWARENESS</u>	<u>COORDINATION</u>	<u>INGENUITY</u>
2	3	5

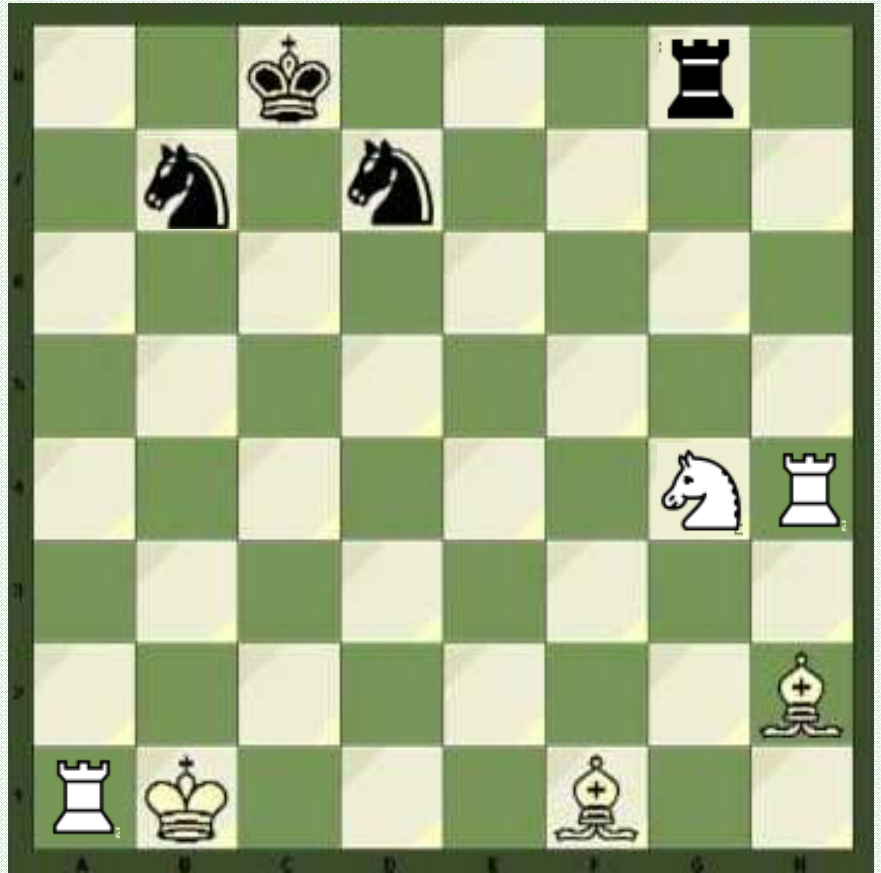
<u>PRESENCE</u>	<u>RESOLVE</u>	<u>STRENGTH</u>
5	2	2

Wounds: Standard

Skills: Athletics - 0, Convince - 4, Fighting - 0, Knowledge - 4, Marksman - 0, Medicine - 0, Science - 0, Subterfuge - 0, Technology - 2, Transport - 0.



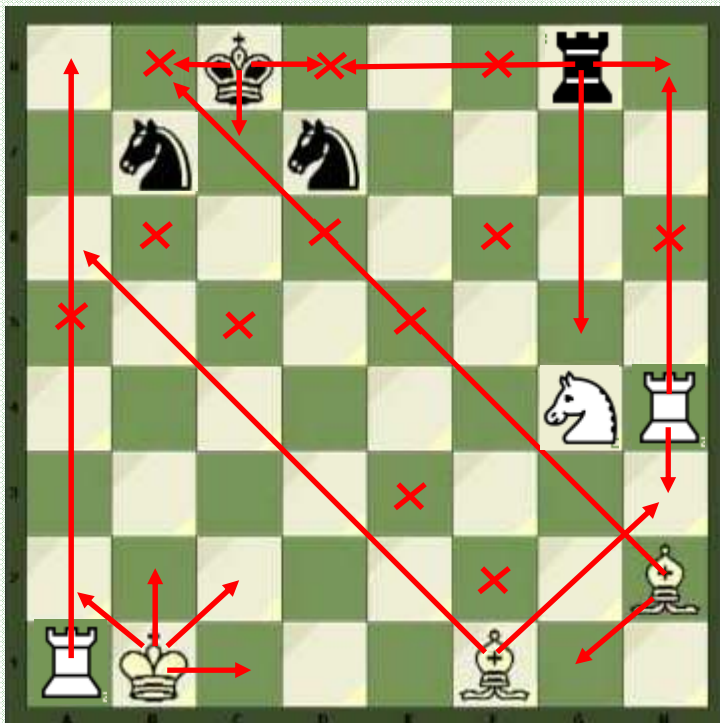
ALENA CHOOSES AND SETS UP THE BOARD



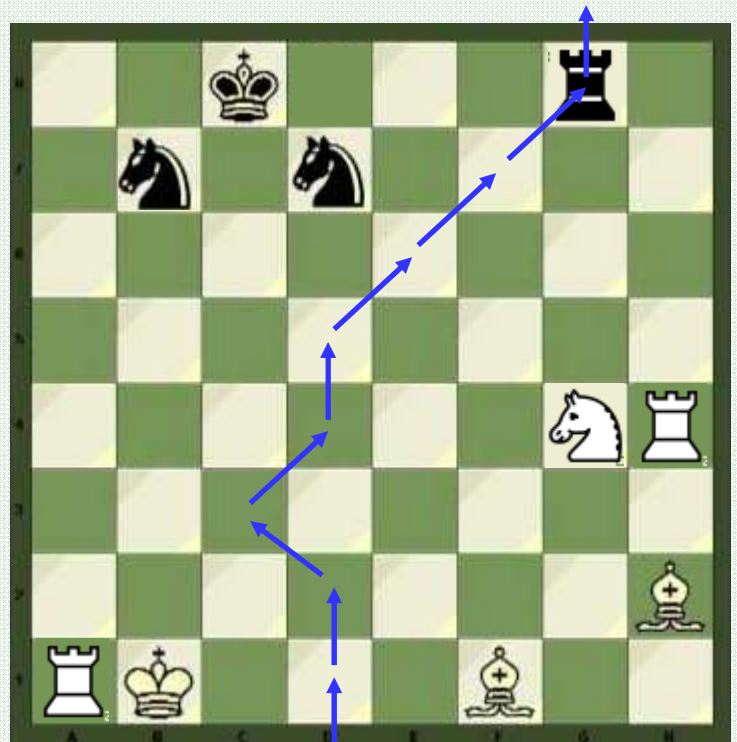
THE CHESS BOARD PUZZLE AS IT APPEARS ONCE ELENA PLACES THE PIECES

out their piece being captured, they will win a purse of \$1 million galactic credits! The player will have also accomplished the impossible and handed Alena Ruskova her only defeat ever.

Alena chooses carefully and sets up the board for the players in the alignment given on the board above. The players will then have to move their piece across the board one space at a time to try to defeat the puzzle. Players can help on e another (at observers at Live Chess can yell to the players). Game Masters are encouraged to simply have the players play the game themselves rather than letting them use their characters stats to give them



ALL RED SPACES AND FIGURE SPACES ARE GUARDED



THE BLUE ARROWS SHOW THE SOLUTION PATH

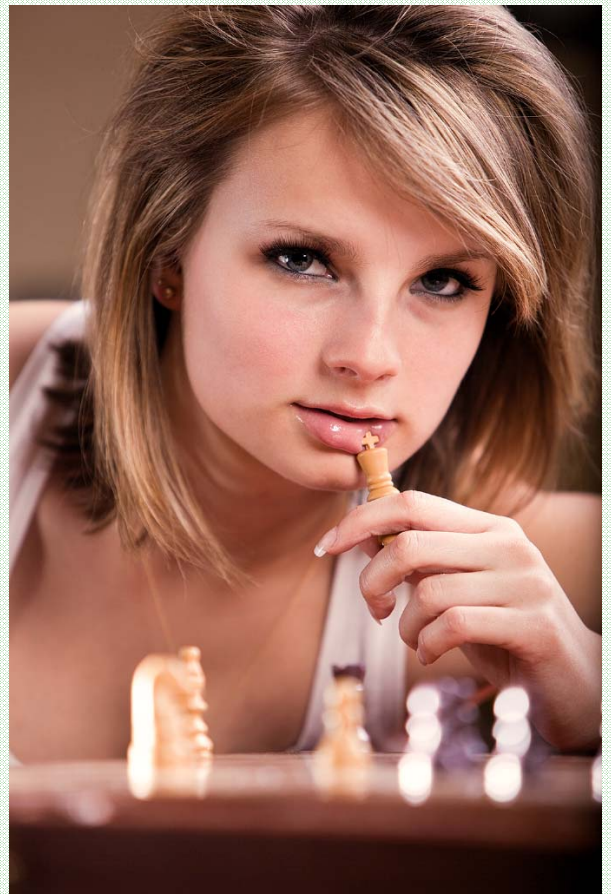
An advantage in the puzzle. It's a bit of real problem solving added to the RPG game.

Elena Ruskova will try to use her sexuality and good looks to distract the players as they take their turns (regardless of the character's gender). As the players make their moves, each round it will be declared safe or the game will come to an end (if the players move their piece onto a square that is under attack).

As the players get close to the end of the game, assuming they do well, Alena Ruskova will bargain with them to concede the game early. She will offer them information and even a life debt if they surrender the game before they win it. This allows the characters to have her indebted to them for a future adventure (such as in an encounter with the Military Clerics or the Headless Monks) and Alena will hold up her side of any such agreement. Likewise, she will concede her spot in a future championship game to the players if they are willing to allow her to go undefeated. *[NOTE: If playing the Doctor and his companions, this will ensure that the Doctor can challenge Gantok in the game of Live Chess seen in the episode "The Wedding of River Song". It makes this encounter the prequel of events that led up to the match seen in that episode.]*

If the players lose the game, the character playing will receive an appropriately damaging electric shock, and the game will end. The crowd will cheer and boo and the match will end without additional consequences for the players at the immediate moment. Alena will act appropriately to however the game ended, and if she was defeated will be very worried and disappointed in herself. If the players concede the game for her, she will be relieved and warn them as appropriate (see the "Additional Complications" sidebar below). Depending on the situation, it is possible there are more complications for the players that will occur after this match. Otherwise this challenge has ended

Once the characters have dealt with all of the consequences at hand, they may return to the TARDIS to continue their space and time adventures having competed in Live Chess.



ELENA RUSKOVA TRIES TO DISTRACT THE PLAYERS



THE PIECES ARE CHARGED WITH ELECTRICITY

ADDITIONAL COMPLICATIONS

While the module is a setup for events in "The Wedding of River Song" for the Doctor, if playing other characters here are some additional elements that can be added to the adventure.

- Mobsters that bet on (or against) the players in their contest with Alena want the players to replace the money they lost. The mobsters are also getting some players to throw their games. The characters need to avoid harm, and expose the illegal betting and racketeering operation that is going on.

- Alena wants to defect away from the Military Clerics, but they have her under guard. The players must help her to escape the clerics and find freedom. But the clerics will not give her up without a fight, bringing chaos to the event.



THE DOCTOR MAY FIND HIMSELF IN GAME TOO...



games. The most recent *Doctor Who* RPG to be published, by Cubicle 7 Entertainment, has only scant rules concerning items carried by companions and a story-point system for more advanced gadgets. Eventual inspiration came from the fact that all three commercially published *Doctor Who* RPGs, as well as the *Doctor Who: Invasion Earth* tabletop battle game, use two six sided dice (2xD6s). I sought further inspiration from a discontinued UK television series called *Nightmare*.

I have created two formal game mechanics for using props in *Doctor Who* role-playing gaming sessions.

VARIATION ONE - the dice roll game mechanic

Props are separated into four groups, based on their usefulness, rarity, or similarity. Each group is represented by either a 1D6 dice roll (1-2, 3-4, 5-6) or a 2D6 dice roll (1-3, 4-6, 7-9, 10-12). Depending on the dice roll, the GM will allow players to choose one or more items from that group of gadgets. The players can decide when to use the item in the game, how, and why, with perhaps some guidance or clues from the GM.

Story points can be awarded for an innovative usage of an item, or knowing when and how to use a particular item, or similar.

VARIATION TWO - the *Nightmare* game mechanic

I sought inspiration from the discontinued UK television series, *Nightmare*. In short, *Nightmare* was a Live Action Role Play game show, inspired by *Dungeons & Dragons*. During his or her journey through the game, the player would collect items to assist them with their adventure; usually these items were found in piles of three. However, the players had to choose wisely, as some items were useful and others useless. To assist the player in choosing wisely, the NPCs would give the player clues.

A variant of this can be adopted for *Doctor Who* role-playing games. The GM can lay on the gaming table three or more items. The players must choose two items, rejecting the third or fourth. Success or failure of a task later on in the game will depend on which items they choose. In a sense, the choice of objects is no different from the success or failure of a dice roll.

Story points can be awarded not so much for choosing the correct items, but for knowing when and how to use them. The GM can also have a Plan B, for instances when the players do not choose the right items or when they do not use them correctly and/or at the right moment. Choosing the correct items can speed up the players' progress through the game, whereas the Plan B makes the game more challenging for the players.

Awarding Action Points and/or Experience Points for ingenuity

A GM can write out a storyline for the players to enact, but he or she cannot always predict what the players will decide to do. There are occasions when the players might think of a means of overcoming a challenge in the game that even the GM did not think



JELLY BABIES



TARDIS FOOD MACHINE BARS



TARDIS KEYS



CAPTAIN SORIN'S BADGE



SONIC SCREWDRIVERS



UNIT ID CARDS (3rd and 4th Doctor)



3-D GLASSES

of! In such instances, the GM can award Action Points and/or Experience Points for ingenuity.

Other means for enhancing tabletop role-playing games

Props are just one way to enhance the tabletop role-playing experience; there are plenty of others that can be adopted.

The usage of miniatures and floor plans was covered extensively in issues #11 and #13, so I will not discuss them in too much detail here. In tabletop role-playing games, miniatures and floor plans can help players envisage where characters and enemies stand in combat or chase situations.

During an adventure, playable characters may be the recipients of hospitality in the form of food, drink, company and rest. During the game, the players themselves may wish to quench their thirst and sate a grumbling stomach. A GM can serve food and beverages to the players, giving them alien sounding names. There are even Internet sites solely dedicated to making food and beverages for tabletop role-playing and LARP events! (*NOTE: When serving food and drinks at any gaming session, it is advisable to check that the players do not have any allergies and whether they have any specific dietary or religious requirements.*)

Music is good for creating cinematic atmospherics. The "Medieval Baebes" and "Celtic Legend" is good music for medieval games, such as *Dungeons & Dragons* and *Pathfinder*. 1920s Jazz music is good music for 1920s era *Call of Cthulhu* games. "Abney Park" make good music for Steampunk roleplaying games, such as *Victoriana*, *Airship Pirates* and *Unhallowed Metropolis*.

Similarly, sound effects can create atmosphere. Sound effects CDs can be purchased. Alternatively, various MP3 sound clips can be downloaded from the Internet. YouTube Downloader is an Internet downloadable software package, which can be used for downloading clips from Youtube and turning them into mp3 and other media formats for use as effects during a game.

Live Action Role Play (LARP)

Live Action Role Play (LARP) is the ultimate in immersive role-playing, especially the theatrical kind popularized by games like *Vampire - The Masquerade* and *Cthulhu Live* (though *Boffer LARP* is not a system really suited to *Doctor Who*, as it is too combat heavy).

Although not absolutely necessary, costumes, props, lighting, sound effects, music, refreshments, etc, can turn a Live Action Role Play session into something more resembling a theatrical play. LARP, Renaissance Fairs, historical re-enactment, living history, and cosplay are all very popular. With *Doctor Who* cosplay growing in popularity, thanks to the 2005 revival of the television programme, more and more *Doctor Who* fans are making their own costumes and props. With the resurgence of *Doctor Who* and the release of Cubicle 7's award-winning and bestselling *Doctor Who* RPG, it seems inevitable *Doctor Who* will cross paths with LARP.

With a bit of tweaking, the *Doctor Who - Adventures in Time*

and Space rules can be used for LARP. However, I would also recommend the *Rules To Live By* rulebook published by Interactivities Ink. It is a generic set of Live Action Role Play rules that can be used with any genre. Copies of this rulebook can sometimes be found on sale on eBay.

The key to all of these enhancements, whether they be props, specially prepared food and beverages, lighting, music, LARP rules, etc, is to use them well and to use them sparingly; to ensure they enhance the role-playing experience and not overshadow it.



All prop photos courtesy of Mark Anthony Quested



PSYCHIC PAPER



SARAH JANE ALIEN TRANSLATOR



STAR TREK COMMUNICATOR



TITANIC WHISTLE

MARK'S OWN COLLECTION OF PROPS FOR GAMING

Here is a list of props that Mark collected for gaming. This might be a good guide for collecting a few items that you might use as a GM, or that your character might keep on hand:

3-D movie glasses, small brass abacus, replica "Titanic" ACME whistle, *Sarah Jane Adventures* alien translator prop, plastic banana, bosun's call, *Star Trek* communicator prop, compass, dosimeter, emergency energy rations, emergency food rations, flint and steel, handkerchief, harmonica, jacks and marbles, Jelly Babies, juggling balls, jeweller's loupes, mechanical bugs, money in drawstring bags, playing cards, Nano Recorder replica, replica newspapers, notepad, opera glasses (the same make as the 9th Doctor's), pocket watch on a chain, psychic paper inside a black passport wallet, spinning top, stethoscope, various Sonic Screwdrivers, various TARDIS keys on a chain, teaspoons, toothbrush, torches, UNIT ID cards, yo-yos.



OPERA GLASSES



ENGLISH COINAGE (Circa 1963)

USING GADGETS IN DWAITS

The introduction of gadgets in the *Doctor Who—Adventures in Time and Space* RPG was a fun and welcome part of the game. By establishing special equipment and giving those pieces of equipment formal cards for players to hold on to, a system was created in which more powerful items are accounted for within the game. Not unlike the old RPGA “certificate” system (aka “Certs”) this establishes exactly who has the equipment at the table and also limits somewhat how many different characters might have these powerful devices. While gadgets are covered in the *DWAITS* core set in *The Gamemaster’s Guide* on pages 67 to 72, there is sometime confusion over how to use or create them during a game. Likewise, we have seen a few house rule variations on how gadgets are used and distributed. But sometime players misunderstand how the gadget cards and equipment is used, so we look here at how to use gadgets in a *DWAITS* RPG.

HOW TO GET A GADGET

There are a few ways to get a gadget in a *DWAITS* game, and the rules need some clarification on this just a bit. Though explained after the rules on creating a gadget mid-game, the rules on page 68 describe that during character creation, a character can purchase a gadget using story points. The advantage of purchasing a gadget at this time is that it is assumed that after each adventure, that gadget gets replaced for the next adventure. This is a huge advantage, and if one were a munchkin style player, one should be quick to purchase a gadget in this manner, knowing that it will always return to your character sheet for the next adventure. For powerful equipment such as a vortex manipulator (which can travel through time and act as a wrist-worn TARDIS) the expense of 10 story points to always have this item replaced would be well worth it. For such a unique item that would not be



GADGET CARDS FROM THE CORE BOX SET



GADGET CARDS FROM THE ALIENS AND CREATURES SET

easily duplicated or returned, the rule will infinitely pay off on such an expensive item. Of course, this is supposed to reduce the character’s permanent story point pool from that point on, but this is not explicitly stated in the rules. As for the item’s infinite return ability, the rules do go on to say that a GM can limit an item’s use or have an item disappear permanently if the item is “over used or misused”. Our own house rule for the return of equipment is that generally all of a character’s “basic load” of equipment is replaced after each adventure (with the TARDIS crew taking the time to make or get replacements of items before the next adventure module). This applies to all standard items, not just those bought at character creation, otherwise the players get too caught up in protecting their equipment rather than going with the flow of the storytelling narrative.

The game generally wants the players to create gadgets during the course of an adventure (called the “Jiggery-Pokery” mechanic). What is sometime confusing to players (and Game Masters) is that there is a story point expense to making a gadget, but that the gadget itself also holds story points that can be used. So, one must expend some story points to create the gadget, and then the gadget immediately gives you story points to use mid adventure. This mechanic seems a bit odd on the surface, but there are a few things that should be considered here. First is that one must have story points available to build the gadget, meaning a

PSYCHIC PAPER AND BLANK GADGET CARDS

PSYCHIC PAPER AND BLANK GADGET CARDS

PSYCHIC PAPER AND BLANK GADGET CARDS

PSYCHIC PAPER AND BLANK GADGET CARDS

PSYCHIC PAPER AND BLANK GADGET CARDS

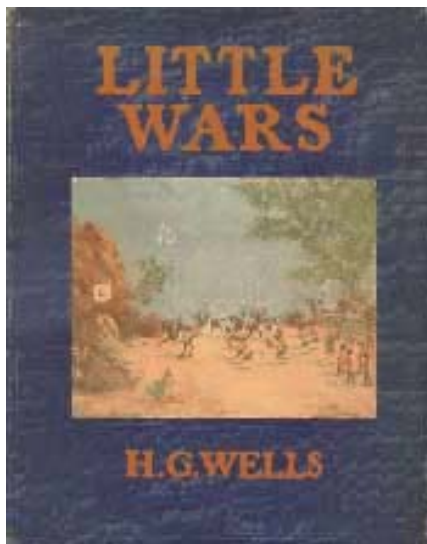
PSYCHIC PAPER AND BLANK GADGET CARDS

PSYCHIC PAPER AND BLANK GADGET CARDS

PSYCHIC PAPER AND BLANK GADGET CARDS

KNOW YOUR GAMING (AND TIME TRAVEL) HISTORY

With *Doctor Who* role-playing once again becoming a popular past time for fans of the show, one often may wonder how far back gaming goes as a hobby. The first formal set of war game rules was called *Kriegsspiel* and was released in 1812 to train officers in the Prussian army. These rules were a professional set of rules set for military men, and not so much for a hobby. A century later, the first formal sets of war game hobby rules was written by author H.G. Wells, who also wrote the seminal book *The Time Machine*. In 1913 Wells published the book *Little Wars: a Game for Boys from Twelve Years of Age to One Hundred and Fifty and for that More Intelligent Sort of Girl Who Likes Boys' Games and Books*. (We love that even as Wells wrote he realized that gaming was a hobby for girls as well as boys.) The book itself was a formalized set of rules for miniature war gaming using toy soldiers as well as other props such as scenery and buildings. This set of rules established some of the main rules that are still seen in war games, such as turn based play, movement and combat rules, as well as victory conditions. With war games evolving into role-playing games such as *Dungeons & Dragons*, H.G. Wells' influence on time travel fiction and games such as the *Doctor Who* RPGs is immeasurable.



WELLS' ORIGINAL WARGAME

The Little Wars game book is available for free at Project Gutenberg at the following link: <http://www.gutenberg.org/files/3691/3691-h/3691-h.htm>

Wells also wrote a companion book for the game, perhaps the first gaming supplement, called *Floor Games: A Companion Volume to Little Wars*. It is also available for free at: <http://www.gutenberg.org/files/3690/3690-h/3690-h.htm>





LOCATIONS GAZETTEER: ZIO MAJOR

Zio Major is the largest of a two planet system, in which both planets are close to one another and habitable. Zio Major and its smaller twin Zio Minor orbit the star Zed Ionus Orsus. The two planets orbit each other at the same distance moving themselves slightly farther and closer from the sun as the twins make their path around the star. By the year 12,348CE the humanoid natives of Zio Major (who look like humans with the exception of very light blue skin) have developed a very advanced race, and have settled the twin world of Zio Minor, which is mainly used for agriculture to sustain the population of Zio Major. The Ziosians only evolved on Zio Major, and with growth of the population the lush and fertile land of Zio Minor proved to be key to the sustainability of the growing Zio Major population. As such, Zio Minor has a moratorium for settlement and is considered the “bread basket” of the symbiotic planetary system. Zio Major has large futuristic cities on it, but much of the cities have been built underground to accommodate the population, and to maximize the land surface of the planet. Reflective metal architecture is the order of the day, and hover vehicles cruise around the surface of the planet to get from city to city. While there is space travel to Zio Minor, and the Ziosians welcome extraterrestrial visitors, there are actually few space trips to the sister planet, with a great deal of the agriculture on Zio Minor done remotely by automated robots that handle the agriculture and then ship the food back by unmanned rocket.



ZIO MAJOR ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The food shipments from Zio Minor stop for an unknown reason. The TARDIS crew must find a way to get to the second planet and find out the reason for the stopped shipments (broken machinery, terrorist plot, alien incursion, environmental activists, haywire harvesting robots, disease that has destroyed the crops or another reason).
- The annual hovercar grand prix race on Zio Major has been plagued with mechanical failures and accidents. Who is plotting to disrupt the races and why? (industrialists hoping to settle Zio Minor using the race to get at rivals?)
- The TARDIS travelers find that Zio Major has evacuated the planet (with everyone going to Zio minor to escape and survive). What is the cause for this flight? (Could it be a zombie apocalypse and the crew needs to find the cure, or the automated robot systems in the city gone awry due to some nefarious reason?)

MAKING YOUR OWN CRAFT TARDIS

by Anna Kaas



Sometimes, the best role-playing game accessories can be made by yourself rather than just bought. One should not rely only on commercially available gaming products and materials. That is sort of the point of RPGs — making up your own *Doctor Who* adventures and participating in the story telling. The same goes for gaming accessories as well.

We present here a step-by-step guide to making your own TARDIS (with removable lid) which will come out to about 9.25 inches tall and 5 inches square [23.5 cm x 12.7cm]. This TARDIS box is made from plastic canvas and yarn, and is an appropriate size for the current line of *Doctor Who* action figures, which some gamers are using for their miniatures. Also, for knitters/crocheters who hope to use this TARDIS box as a storage container for your yarn, the lid can be altered to include a hole for yarn to exit so as to keep a skein neat inside the box.



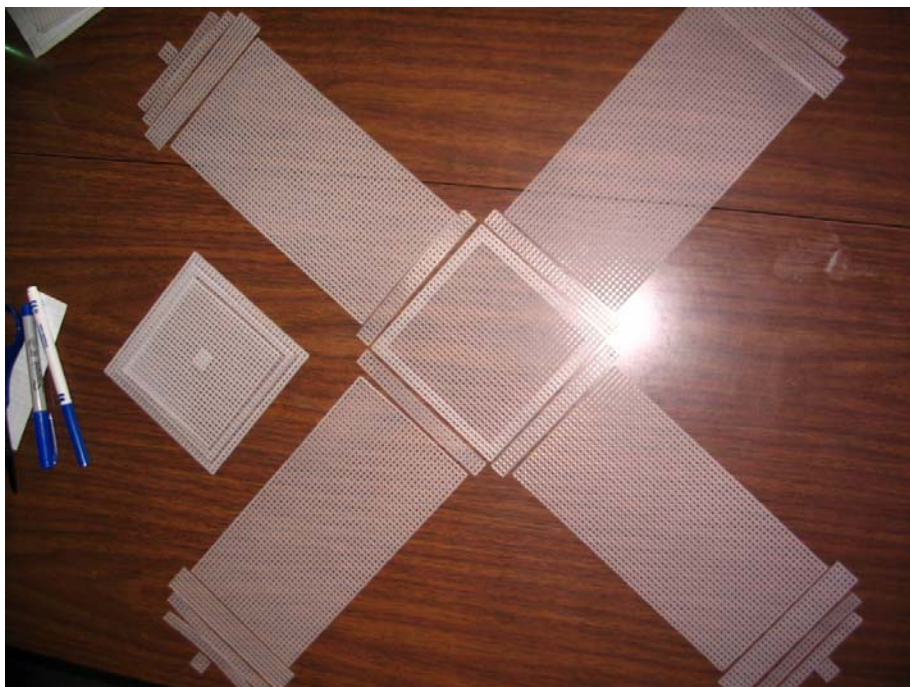
THE YARN

MATERIALS:

- 1 skein TARDIS Blue Yarn (we suggest: *I Love This Yarn* Royal Blue from Hobby Lobby)
- 1 small skein White Yarn
- 1 skein Sport-Weight Black Yarn
- 3 large 7-count Plastic Canvas Sheets (they come in different sizes, buy more sheets if you are unsure)
- Yarn Needle
- Scissors
- Police Box Signs (included on last page of this article)

INSTRUCTIONS:

1. Begin by cutting out the individual pieces for the TARDIS. Dimensions are given in number of squares:



PLASTIC CANVAS—ALL CUT OUT

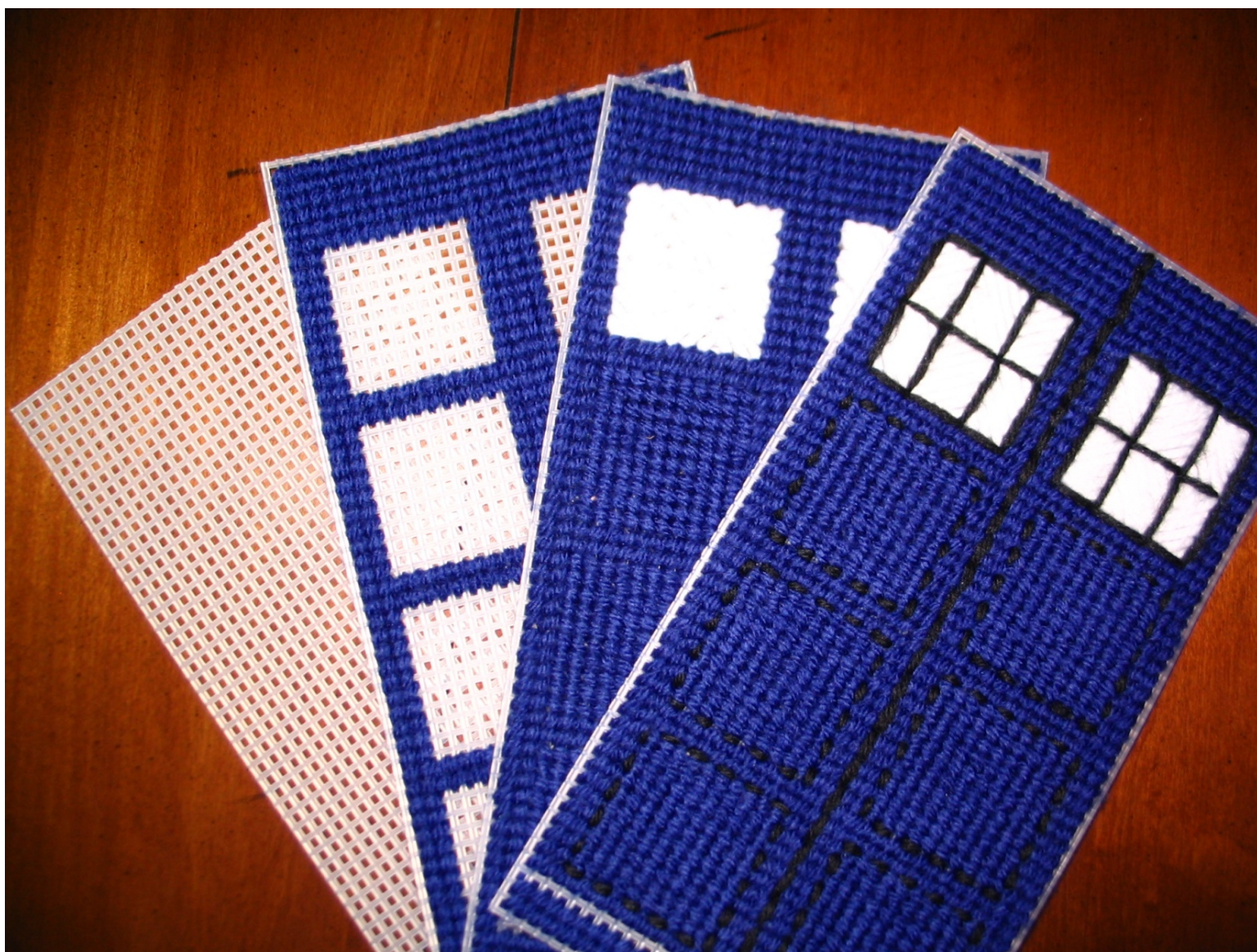
- 5 Lantern Pieces: [3 x 3]
- 2 Incline Roof: [25 x 25]
- 4 Incline Risers: [25 x 2]
- 1 Mid Tread: [29 x 29 frame, width 2]
- 4 Mid Risers: [29 x 2]
- 1 Low Tread: [33 x 33 frame, width 3]
- 4 Police Box Risers: [33 x 5]
- 1 Bottom of Lid: [33 x 33 frame, width 1]
- 4 Sides: [29 x 57]
- 1 Doorjamb: [46 x 1]
- 1 Base Tread: [34 x 34 frame, width 2]
- 4 Base Risers: [34 x 3]
- 1 Base: [34 x 34]

**"A boy and his box off to see the universe."
"You say that as if it's a bad thing, but honestly:
it's the best thing there is."**

2. Fill in each piece with solid blue by using half cross stitches on the inside intersections of all pieces except for the following:

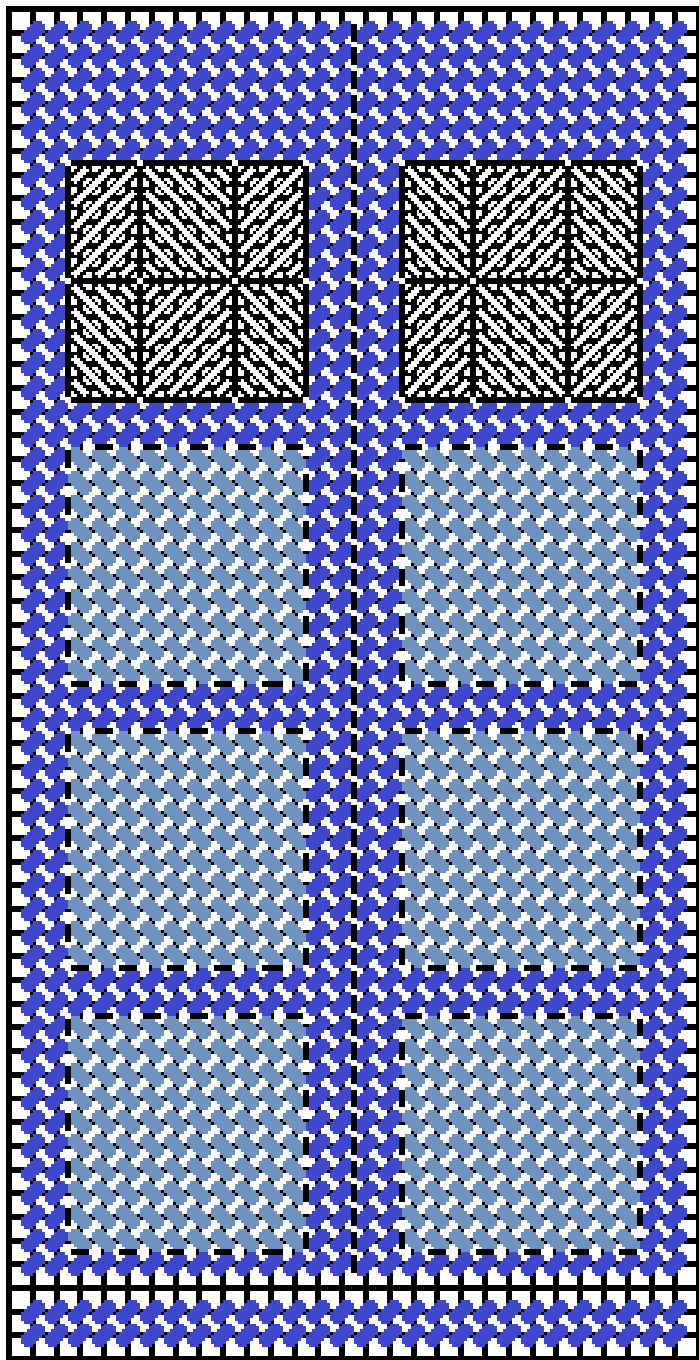
- 5 Lantern Pieces – *as seen below*
- 2 Incline Roof – *top as seen below, leave 2nd piece blank*
- 1 Low Tread – *stitch only one outer row, leave inner blank*
- 4 Police Box Risers – *as seen below*
- 1 Bottom of Lid – *whip stitch around inner edge*
- 4 sides – *as seen below*
- 1 Doorjamb – *whip stitch in black along both long edges*
- 1 Base – *leave blank*

NOTE ON DIAGRAMS: *all blues are the same yarn, just shown to make it easier to tell the difference between angles of the stitches.*

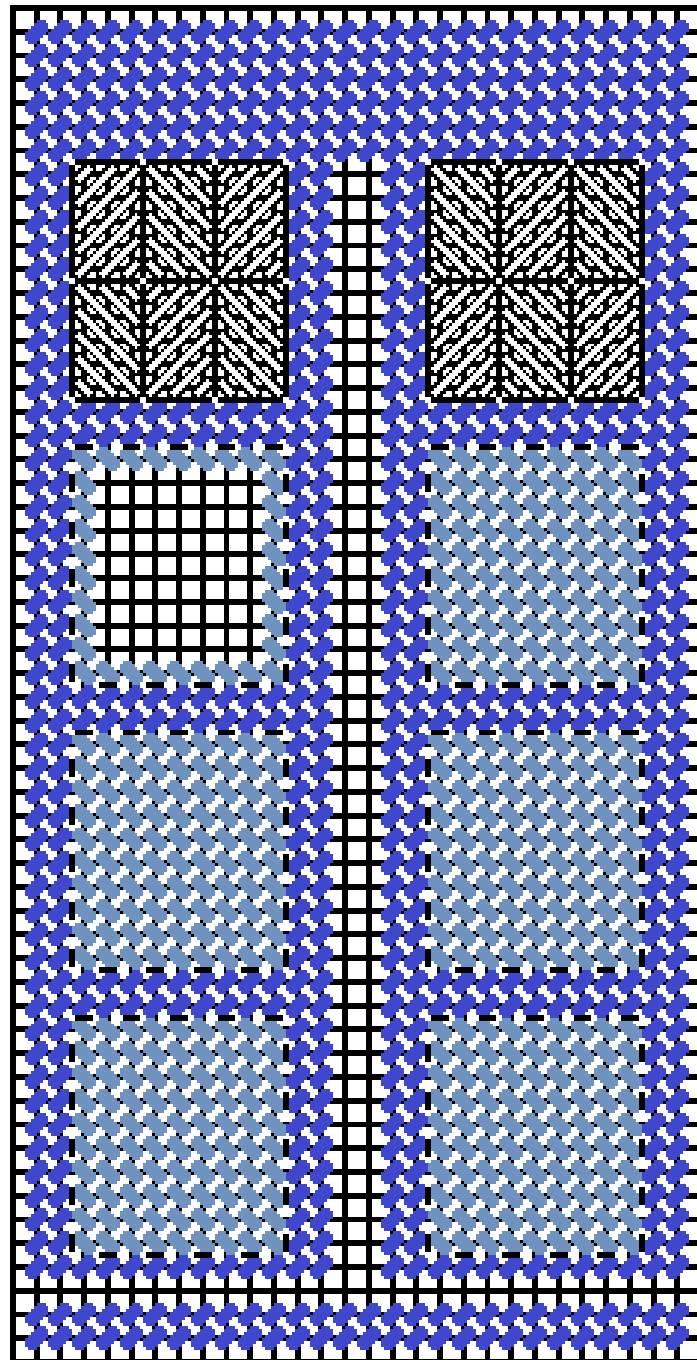


SIDE PANEL PROGRESSION

**"You're like a nine year old trying to rebuild a motorbike in his bedroom. And you never read the instructions."
"I always read the instructions."**



Side Panels of TARDIS (x3)



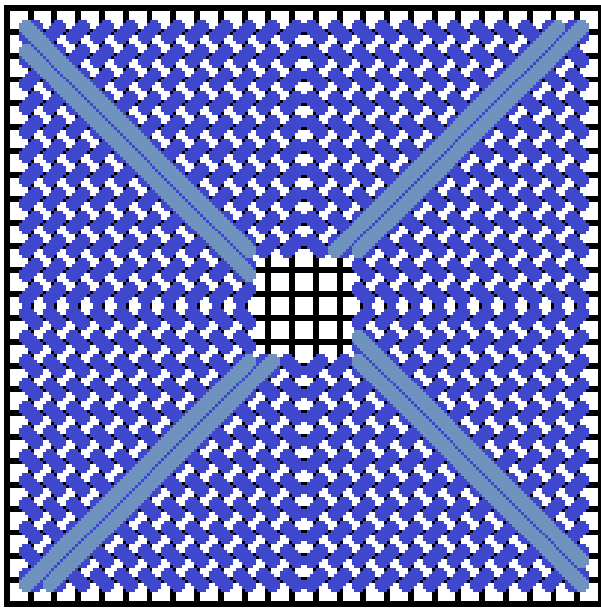
Front Panel of TARDIS

REMINDER NOTE ON DIAGRAMS: all blues are the same yarn, just shown to make it easier to tell the difference between angles of the stitches.

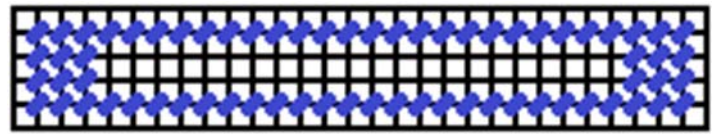
“Time and Relative Dimension in Space. Yes, that’s it. Names are funny. It’s me: I’m the TARDIS.”

“No, you’re not. You’re a bitey mad lady. The TARDIS is up and downy stuff in a big blue box.”

“Yes, that’s me. A Type 40 TARDIS. I was already a museum piece when you were young.”



Top of Roof (inclined portion)



Police Box Riser



Blue Top (x1) and White Sides (x4) sides of Lantern

3. Assemble pieces with whip stitches in blue, suggested assembly in following order:

Accessories

- Stitch Doorjamb onto center of Front Panel in blank space
- Glue or otherwise adhere signs onto Police Box Risers and Front Panel
- If desired, paint door handles and keyhole with silver fabric paint on Front Panel

Roof (top-to-bottom)

- Lantern
- Lantern to Inclined Roof
- Inclined Roof and blank square to Incline Risers (NOTE: if you want the roof to have a bit of an incline, sandwich a small ball of yarn (any color) between the two layers of the roof before finishing the roof-to-riser assembly)
- Incline Risers to Mid Tread
- Mid Tread to Mid Risers
- Mid Risers to Low Tread (NOTE: the seam for these pieces should be in the middle of the Low Tread piece)
- Low Tread to Police Box Risers
- Police Box Risers to Bottom of Lid

Don't forget to sew all the corners together!



**ROOF ASSEMBLY
(with Alternate Police Box Risers Shown)**

Box (bottom-to-top... ish)

- l. Base to Base Risers
- m. Sides to Base Tread – This step is tricky, and rather annoying: the sides will flop around and make it feel tremendously unstable; the Base Tread is whipstitched to the blank row left on each of the sides
- n. Sides to Base – Another tricky step: whipstitch the bottom of the sides to the second row in on the base
- o. Base Tread to Base Risers – This will finish stabilizing the base, and make it easier to finish off
- p. Sides – Start from the base and work up to make it easier to reach inside
- q. Finish off by whip-stitching along top edges of sides
- r. Cut out the paper signs included here and then glue them onto your new stitchwork TARDIS
- s. Enjoy your completed TARDIS and use it for gaming or to store yarn or other goodies!

POLICE PUBLIC CALL BOX

POLICE PUBLIC CALL BOX

POLICE PUBLIC CALL BOX

POLICE PUBLIC CALL BOX

Paper Signs!
(to scale)



So, take the time to get creative on your own. Make your very own TARDIS for use in gaming or any other reason you wish to use it for.



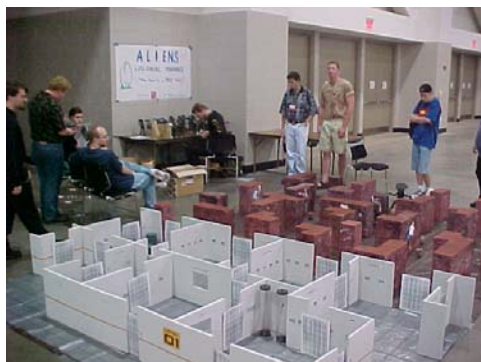
THE ORIGINAL PAPER TARDIS — PRACTICE MAKES PERFECT!

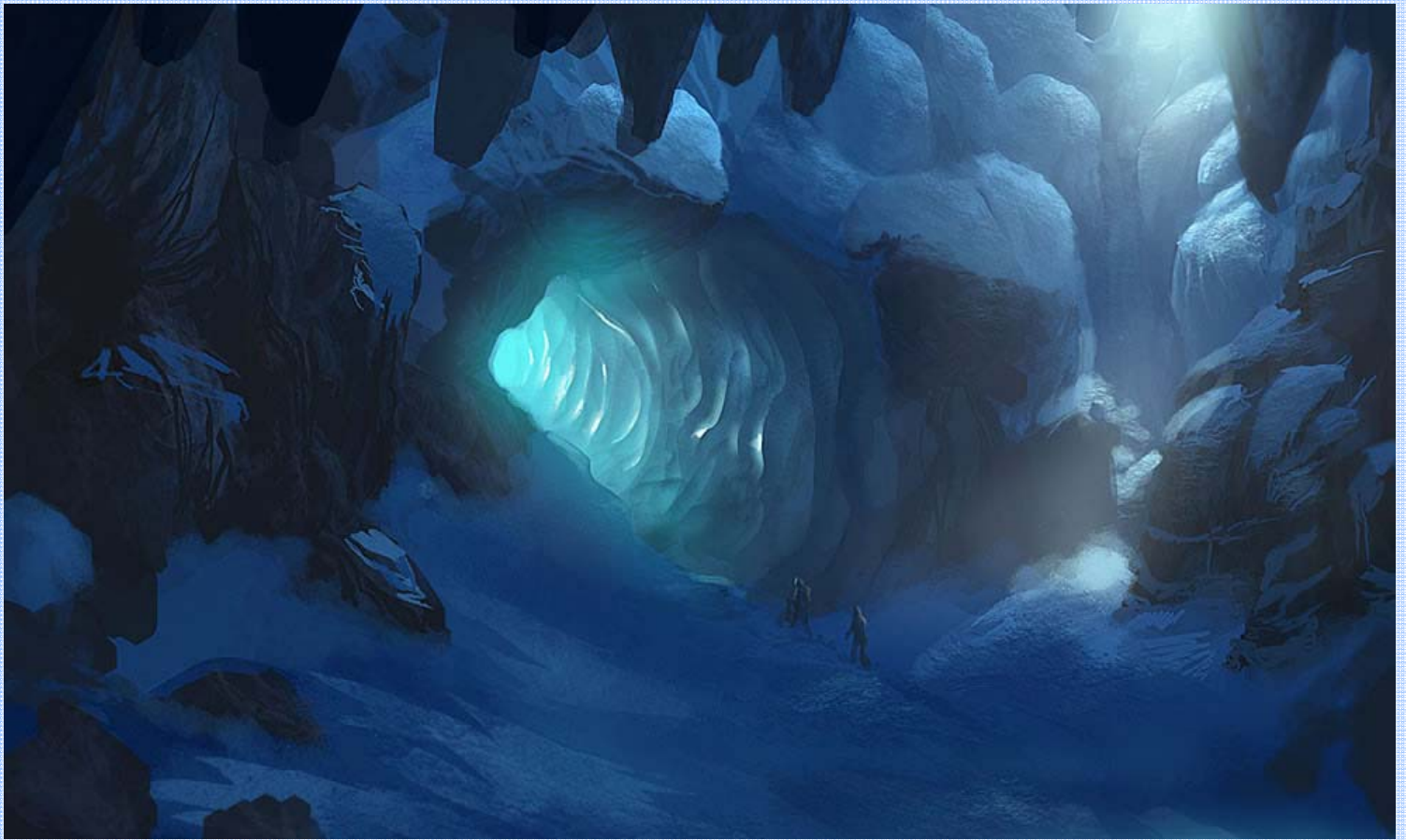


THE FINAL STITCHWORK TARDIS

G.I. JOE SCALE ALIENS: COLONIAL MARINES

In DDWRPG Issue #13, we gave our readers a free miniature game that was created by our staff called *Aliens: Colonial Marines*. That issue, we included full rules for using the Doctor in the game, and included all the materials one needs for game play. Eagle eyed readers found our issue's dedication in that issue, which mentioned that we had created a 1/6 scale version to accommodate G.I. Joe (aka. Action Man) scale figures. We got a couple of requests to see what that was like, so here are photos from GenCon 33 back on 12 August 2000. Thanks to Gene Saleker, Greg Saleker, Eric Fettig, Matt Lininger, Eric Cox, Andy Burbach, and the MAGE crew.





EXPLORERS ENTER THE ICE CAVE OF GLACIA TORISUS

MODULE: SLEEPING GIANTS AWAKEN

“Sleeping Giants Awaken” is a Doctor Who adventure module set on the planet Glacia Torisus in 2427CE. The TARDIS crew join a group of scientists exploring a set of ice caves only to discover a lost civilization. This adventure module can be run with either a group featuring the Fourth Doctor, Sarah Jane, and Harry or another group of time travelling players.

This adventure module was played as module #4386 in the DDWRPG’s own staff campaign. Special thanks to play test players Karl Schmidbauer, Chris Poff, Jake Williams, and Eric Fettig.

The TARDIS lands on the frozen planet of Glacia Torisus only a decade after the planet has first been settled by human space travelers in 2427CE. While there is already a booming city of 1.4 million people on the planet in the city of Neo-Hammersmith, a good portion of the planet is still being explored. The initial survey of the planet did not detect any sentient life forms and human settlers came to the planet to establish an outpost. The planet Glacia Torisus is located as a midpoint to the well used Coreward Route—a space shipping lane bringing minerals and supplies from the outer asteroid fields on the edge of the Milky Way galaxy back toward the human settled planets on the arms of the galaxy. It is an important spaceship refueling port and emergency way-station.

As the TARDIS crew land, the travelers will have to bundle up and ensure that they are prepared for the extreme cold weather. While the Doctor, or another Time Lord, will be immune to the deep cold, most TARDIS travelers will need to ensure that they are sufficiently prepared for the plunging temperatures, high winds, and harsh weather of the snow-covered planet. The GM may want to give characters a chance to check the TARDIS console, or Awareness or Intuition rolls to bring extra equipment along that might help them (such as climbing and safety equipment or winter supplies).

Eventually, the players will find themselves in the cold unexplored mountains of the planet. Wind howls as it rushes between the snow-covered rock formations. After a bit of exploring, it is quite obvious that this is a very remote location that few if any people have ever been to. The TARDIS crew will eventually come across a hint that others have recently been in their vicinity. The player characters will come across a small wooden pole stuck in the

ground that has a small sign attached to it. The sign reads "Government Geological Survey—Sample Collection Point 3" (with the number "3" written in with permanent marker). Characters with skills in science will also detect that numerous samples have been taken at this location of rock as well as some drilled ice core samples. Characters should be able to figure out that people are not far away.

A continued search of the area, will reveal numerous such signs (being numbered higher or lower), as the characters wander through the cavernous formations of rock. If the players are smart, the numbering system will eventually lead them towards a base camp (there are numerous signs, all laid out is a circular pattern away from the central base camp).

Having found their way to the base camp, the characters will encounter a small camp of various tents. It is here that a group of geologists and scientists have set up a small base to collect samples and study the geology and mineral history of the planet. On arrival, the player characters will be welcomed and taken to shelter inside a set of tents to warm up. The TARDIS crew will be mistaken for other scientists that were expected to join the survey team. The group of geologists is led by Dr. Robert Craven, and joined by fellow scientists Dr. Mina Layton, and Dr. Mohammed Archer. The team is excited that the new people have joined the team as they extended the invitation for other scientists to join them but never got a response.

[NOTE: The message that was sent inviting the other scientists never went through, and no one else is expected to join the group.] With their graduate assistants, there are a total of 12 people on the geology team, not including the newly arrived players (though two of the team are currently out taking samples). For the initial encounter, the scientists will tell the TARDIS travelers about their research into the geological history of the planet (there are strange radiation readings in some of the rocks, that would not be considered normal), their desire to explore more of this mountainous region, and to survey the generally unexplored area. Dr. Craven will exclaim, "We are the first people to EVER set foot in these mountains!" The scientists will give the characters an overview of their base camp, and where to find supplies, and where to bunk. In general, the crew will be given a genuine welcome.

In a while, the two geologists not at camp excitedly return to the base. From afar, they begin calling out to the rest of the team. The graduate students, Erika Gasper and Nick Deltasi, have discovered an amazing tunnel system that seems to stretch deep inside the mountain. It is an amazing discovery that should be investigated. Everyone at camp is excited by this, and though it is late in the afternoon, Dr. Craven will agree that the team should take the chance to at least preliminarily investigate the find that day. Preparations are made, and the TARDIS crew join the geologists as they trek to the large ice cave that has been discovered. On arrival, the ice cavern itself is huge, but hidden because of its location among the peaks of stone that surround it. There will be some debate between the scientists if investigating the caverns is such a good idea late in the day, but eventually, the team will agree to forge on and enter the unexplored ice caves that lead into the mountain.

The caves are immense and stretch deep into the mountain with a slightly downward angle. The floor of the caves are all made of ice, and there is a chance that anyone in the team can slip and slide deep into the caves. Likewise, the ice in the walls of the cave seem to glow a dull blue, phosphorescing and providing enough light that one can see fairly well as one explores the caves. Characters investigating this light will discover that there are particles that have been irradiated that give off the light. Though not dangerous now, a thousand years earlier, these caves would have been steeped in deadly radiation. As the party travels deeper into the caves, the light slowly disappears, and the group will have to use their own sources of light (flashlights, etc.). If they do not have a light source, they can collect pieces of ice with phosphorescent particles in them, and use those as makeshift light sources as they travel deeper into the caves.

After deep travel into the depths of the mountain, the team will find a system of hollowed out and reinforced bunkers. The remnants of an ancient civilization are buried deep in the depths of the mountain. There are



THE ICE CAVES SEEM ENDLESS

science labs, offices, tools, equipment, and other items from another civilization found stored in this forgotten place. It is clear that the beings who once belonged to this civilization are larger than humans, as all the items seem to be sized for a being that is 7 feet tall and bulky. The team will find amazing item and amazing item in each room they travel to. And then they come upon the largest find of all...

In one of the large rooms, the team finds a room with large ornate pictographs on the walls. The pictographs give some of the previous history of the planet. The large room itself is filled with 50 sarcophaguses — tombs of the native inhabitants of the planet. It is an amazing cultural and historical find. Even though the group is made up of geologists, they understand the importance of this discovery though they are not the best experts to investigate such a find.

The sarcophaguses are not actually what they appear and they actually hold the frozen survivors of the civilization. The location is actually a cryogenic storage facility that houses 50 cryo-tubes that have suspended survivors of the planet's native race (the Dolem) in them. The Dolem can be seen inside the stone and glass cryo-chambers, and appear as large muscular hulking creatures with large teeth and demonic looking faces. As long as one of the human explorers touches a cryo-tube, they will activate the resuscitation of the Dolem. *[NOTE: If the player are careful not to touch anything, then one of the graduate students will do so]* The Dolem will start to awaken, and very soon after the first person touches a cryo-chamber, an aggressive looking and large Dolem will emerge from hibernation, and angrily growl at the group demanding to know who these creatures are and what they are doing here!

The Dolem are quite intelligent though they have a deep growling speaking style and aggressive speech intonations. They also look very imposing and dangerous. Their culture is somewhat aggressive, as before going into hiding and cryo-freeze the Dolem were at war (with a race from another planet called the Vronnn). To complicate matters, the Dolem that have survived are the former leaders of the civilization that existed thousands of years before. They emerge from their frozen slumber prepared to continue their war against the Vronnn and to reclaim their planet. The resuscitation of the Dolem will happen rather quickly, and in only a few minutes the human explorers will find themselves among the full retinue of surviving Dolem.

The Dolem will set about the area, looking around and welcoming each other back to consciousness. Some will ensure that they are protected by arming themselves with large wooden swords, and some have disruptor pistols as well. The human explorers will generally be ignored while the hulking survivors try to reestablish coordination among themselves and prepare for their next course of action. This is a critical moment for the players as now they have a chance to escape the caverns, or to face the problem head on.

By investigating the pictographs on the wall, characters with skills in Ingenuity or Mentality can learn the following information. The planet was once a tropical paradise. The Vronnn, insect-like beings from off-world, came to the planet and the Dolem found themselves at war with the invaders. The invading numbers of Vronnn increased and soon the Dolem were being wiped out. The Dolem tried to make a last stand and decided to use their own nuclear weapons on their planet to try to wipe out the Vronnn. The leaders of the Dolem took cover in this shelter in the hopes that someday the planet could be theirs once again. *[NOTE: Unknown to the Dolem, the Vronnn were not affected by the nuclear attack. However, the nuclear attack wiped out the lush tropical vegetation that the Vronnn hoped to harvest and eat. In turn, the Vronnn left the planet. The nuclear attack plunged the planet into a nuclear winter. Now it is 8000 years after the nuclear armageddon and the the planet is only cold and arctic now.]*



THE DOLEM AWAKEN

The adventure module can unfold a number of different ways depending on how the players approach the problem at hand. Ultimately, the Dolem are unaware of the state of their planet, and they themselves are biologically adapted to living in the lush and warm environments of tropical jungle. Some of the Dolem will want to reestablish control of the planet, but unfortunately humans have settled it. This will create conflict between the humans and some of the Dolem. Some of the less intelligent Dolem, may believe that the Vronnn have evolved into the humans and that the humans are in fact their enemy! It is possible to convince the Dolem otherwise, and have the humans and the Dolem share the planet (and giving the Dolem rights and privileges as the original inhabitants of the planet). This might be a drawn out process, but would allow the GM sequel adventures as the group need to ensure that the Dolem are treated fairly. Finding a peaceful solution to the adventure at hand should be the player's priority.

If the player characters do a poor job of maintaining a peaceful state of affairs, it is possible that the Dolem find the humans aggressive and want to continue their warring ways. The Dolem will not be afraid to use another tactical nuclear weapon (which can be launched from this bunker) to destroy the human's spaceport and city. In this case, the TARDIS crew will have to prevent the nuclear weapon's launch while fighting the aggressive faction of the Dolem here in the bunker. The Dolem themselves will split into two groups, those who support a military solution and those that want to work toward peace.

Another option for solution to the adventure is that the humans can help the Dolem resettle on another planet that is warmer and more tropical (fortunately there is a human spaceport on the planet). A faction of the Dolem will not want to leave their world, but showing them that it is a frozen and unwelcoming place may possibly convince them.

The Dolem, though emerging from cryo-sleep with war as their last memory, are generally an intelligent and reasonable species. But because of their recent war experiences, convincing them of human honesty and goodwill will be difficult. When the characters have successfully avoided the war, and helped the Dolem understand the situation the player characters can return to the TARDIS, though they may have to shovel it out of the snow before they can leave.



THE VRONNN

The Vronnn are an insect species that move in swarms from one planet to another in search of food (like space locusts). They are large (about 3 feet tall each). A sequel adventure may feature the Vronnn, either returning to be a threat to the humans (and Dolem) here, or on another planet.

DOLEM STATS

Stats for the Dolem:

If using the FASA *Doctor Who* RPG:

STR	END	DEX	CHA	MNT	INT
VI	V	III	II	III	II

Max Op End: 30 points **AP:** 7

Skills: Armed Combat-Swords - V, Armed Combat-Rifles - III, Earth Sciences-Geology - III, Technology-Force Field Systems - III, Unarmed Combat-Brawling - III, Unarmed Combat-Grappling - V, Verbal Interaction-Negotiation/Diplomacy - III

Weapons: Wooden Sword (4D6 damage), Disruptor Rifle (A table-energy)

If using the *Time Lord* RPG:

STRENGTH	CONTROL	SIZE	WEIGHT	MOVE
5	2	2	5	3
KNOWLEDGE	DETERMINATION	AWARENESS		
3	4	2		

Wounds: 16

Skills: Bargaining [Awar] 1, Brawling [Con] 1, Edged Weapons [Con] 2, Marksmanship [Con] 1, Science [Know] 1.

Weapons: Wooden Sword - wounds 4 damage, Disruptor Rifle - wounds 6 damage

If using the *Doctor Who-Adventures in Time and Space* RPG:

AWARENESS	COORDINATION	INGENUITY
1	2	2
PRESENCE	RESOLVE	STRENGTH
1	4	5

Wounds: Standard

Skills: Athletics - 0, Convince - 2, Fighting - 3, Knowledge - 2, Marksman - 2, Medicine - 0, Science - 2, Subterfuge - 0, Technology - 2, Transport - 0.

Traits: Alien Appearance [minor], Last of My Kind [minor].

Weapons: Wooden Sword - 9 damage, Disruptor Rifle - L [4/L/L]

Story Points: 2

Note: Though there are a total of about 50 Dolem left, they are all that remains of the race so they are given the "Last of My Kind" trait.



THE THIRD DOCTOR AND LIZ IN BESSIE



SARAH JANE AND THE FOURTH DOCTOR WITH THE CAR

THE DOCTOR'S VEHICLES IN THE TIME LORD RPG

Of all the accurate information that the *Time Lord* RPG had related to the history of *Doctor Who*, one area that the game came up a bit short was on the inclusion of the Doctor's own personal vehicles when covering "Transport" in the rule book (on pages 192-194 of the original game). While the game gives general ratings for various vehicles the Doctor's own were not covered. We present for you here the stats for those marvelous machines.

BESSIE

Strength 6, Damage Resistance 1
Size 2
Weight 5
Move 7
Rough Terrain 1

WHOMOBILE

Strength 6, Damage Resistance 2
Size 2
Weight 6
Move 8
Rough Terrain 4 (hovercraft that can also fly)

The Doctor's car Bessie has a damage resistance of only 1 (compared to regular automobiles at 2) because the car is a convertible and we never see the Doctor use safety belts in it. As it is a smaller framed vehicle it also has a weight of only 5. In the series, we see that it can move faster than a regular car giving it a move score of 7. Bessie was used by the Third, Fourth, and Seventh Doctors.

The Third Doctor's special hovercar was named the Whomobile, though the name was never said on screen. Being able to hover, move fast, and fly it has an exceptional move score of 8, as well as a rough terrain rating of 4. The vehicle is versatile and truly an all-purpose transport. The TARDIS, well that is another story...



WHOMOBILE IN "THE INVASION OF THE DINOSAURS"



MODERN CONCEPT OF THE WHOMOBILE (by ~Harnois75 at DeviantArt)



LOCATIONS GAZETTEER: HAVERSON'S WORLD

Haverson's World is a planet that was settled by humans in the year 3004CE as mankind was expanding through the Milky Way galaxy towards its center. Discovered by Jorg Haverson, the planet was at first a planet which was valued for its rare mineral content. Many miners came to the planet to find fame and fortune. As the rocky planet was mined and the population boomed, large self-contained arcologies (city buildings with their own ecologies) were built to accommodate the growing population. The planet now has numerous of these large city-buildings. Each is its own voting district and seems to cater to different interests of the population. By 3124CE, the city governments agreed to build a trans-arcology transportation system. The Arcologies were connected by a magnetic rail lift train system. This connected rail system was built to hover in the air, so that mining of the rich mineral wealth of the planet could still happen underneath it. Each arcology was taxed its share for the build of the rail system. The rail system itself was eventually expanded and became an arcology of its own. Though still serving the transportation needs of the planet, some settlers decided to work in the transportation field settled in the "rail" ecology and in turn the rail system itself has gained solid political clout and a growing population. Generally, the people of Haverson's World get along, but there are occasional political arguments over wealth and control.



HAVERSON'S WORLD ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use...

- The TARDIS crew lands to discover that the arcologies are empty though everything is still working in the cities. Having to find where people went, the characters discover that due to a mining accident that caused minerals to release artron energy and tachyon particles, the humans were shifted in dimensions. The desperate humans in another dimension cannot eat or get to their food in their alternate reality. Time is ticking for a rescue...
- A group of alien settlers lands on the planet that need the valuable minerals of the planet to survive as food, and not for their mineral wealth. The planet is plagued with alien refugees, and the TARDIS crew needs to relieve tensions and help sort out the situation before things get violent with the humans. Can a solution be brokered?
- The rail system arcology threatens strike, and war looms over the transportation issue.

GAME MASTERING TIPS: STARTING ADVENTURE MODULES

“Who are you and what are you doing” is a familiar question at the table of the DDWRPG staff *Doctor Who* role-playing game. Almost every single adventure module starts with these words. In many ways it is the clue that players get that the adventure module is about to begin. What are ways that Game Masters can settle into the game with a smooth transition? Well hopefully that is what we will be discussing this issue.

The “who are you and what are you doing” line (often called the “WAYAWAYD”) is consistent at our gaming table for a number of reasons. As discussed in issue #3 (pp.10-11) there are certain rules of etiquette that should be followed before a game can even begin. Players need to get comfortable with who is at the table and need to settle in and socialize before the game can begin. In our observation this period is always at least 30 minutes from the arrival of the last player. We have seen some players arrive at the game late, with the intention of getting right to the game, but that is not how the “warm up” period works. Others will comment and socialize with the new-comer getting all of the “catching up” out of the way before a game can begin. Thus, plan on this time regardless. Strict Game Masters or groups will require their players to arrive in a timely manner because of this lag time. Be aware that this is not a weakness of a group or player, but part of the social experience of gaming. Game Masters should ensure that players have the chance to talk, catch up, and socialize before the game can start. The players will need to get this “out of their system”. It is very appropriate to use this time to explain the house rules or other details of the game to new players at the table. It is also the time to make sure that people have any drinks or snacks at the table, or time for any bathroom breaks that need to be taken before the game begins.

Once players have gotten over the socializing and are ready to game, the dice will be on the table, the character sheets will be out and the conversation will begin to wane. Eventually the players will start turning their at-

tention to the Game Master. Depending on the house rules, this would be the time for the GM to ask the players to put away their computer, phones, or other non-gaming related items that they have brought to the game that day. When all the attention is focused on the GM, the game itself can start.

This start to most adventure modules is key. Like a Hollywood blockbuster, the setup moment to a game helps to establish what might be happening and how things develop. This is when the famous phrase first gets said by the Game Master at our gaming table. Players instantly know that “the show has started” when they hear the words. In a sense, the WAYAWAYD phrase is like the theme music to *Doctor Who*. When everyone hears it, they realize that the adventure is underway. That does not mean that every adventure must start aboard the TARDIS with the characters describing their daily routine (which ours regularly do), but this setting is usually the norm, as our role-playing adventures are told from the first person perspective of each of the player characters rather than the omniscient perspective of a television program.

As the players take their turn, they each tell the rest of the group which character they are playing. They may describe what the character physically looks like, and how they are dressed as well, if there are new players at the table or if there have been any physical changes to them worth noting. This allows those at the table to start picturing the scene in their minds eye so that they have a collective understanding of how things “look”. The players usually state how many hitpoints their character has at this time as well, because often it is the Game Masters that track this information at our games.

Players then describe what their characters are doing on board the TARDIS at the time. In the DDWRPG game, the characters live aboard the TARDIS and the players often describe their daily routine in the interior of the white-walled mid-1980’s style TARDIS that the crew



PLAYERS BEFORE THE WAYAWAYD START

POINTS TO CONSIDER

The following are some items that GMs should also consider when getting ready to begin a role-playing game:

- **The game should go through its welcome and adjustment period** as people arrive and settle in. The rule is 30 minutes, at least, from the time of arrival of the last person to get to the game.
- Conversation usually slows at about 30 minutes after the arrival of the last player. **Survey the group to see if everyone is ready to start.** Usually dice are out and people are looking to the GM.

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THE GAME BEGINS WITH THE WAYAWAYD STATEMENT

inhabit. Characters are getting food, exercising, working in laboratories or workshops, repairing vehicles, meditating, doing ballet, cleaning weapons, watching TV, getting medical assistance, researching in a library, and a host of other activities that give the rest of the team some insight into the characters' lives.

These moments truly help expand the characterizations of the player characters. Just as when we learn about our friends or coworkers' hobbies or extracurricular activities, learning a bit about how your fellow adventurers spend their time expands one's understanding of them. The "in-TARDIS" narrative allows the players a chance to develop or advance personal character arcs or stories that are a part of their characters. The chance to develop both an understanding of their own characters, and a chance to portray the complexities or subtleties of their characters to others is an opportunity that should not be missed. Even if a GM does not want to regularly begin adventures in this manner, they should consider numerous TARDIS based adventures to give a feeling of what the character's every day lives are like. We cannot emphasize enough how much these TARDIS set moments give the players an opportunity to develop their characters, even if these sequences are short, or simply establish what happens before the characters are thrown into the adventure proper.

It is important to vary this opening occasionally. We have had adventure modules which have started with the characters running back to the TARDIS from an unseen/unplayed adventure, adventures which have joined the crew mid-stream, and others that have begun with a narrative threat the player characters themselves have not experienced. Each of these ways creates a "cinematic" feel to the role-playing game and also allows for a bit of variation in how adventures begin.

Once these establishing moments are played, the group of gamers usually find their way into the adventure narrative of the role-playing game. The pieces start to fall into place and as the

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- **Stay consistent with your game beginning.** When our group asks "Who Are You and What Are You Doing?" (also known as the WAYAWAYD), everyone at the table knows that the game is beginning at that moment. Find what works for your group.

- **Be consistent, but do not be afraid to mix up how a game begins** from time to time. Have some adventures begin mid-adventure, have other begin with an action cut scene, and perhaps a few with a scene describing something that the players do not experience directly.

- **Engage each player with your opening.** We literally say "Who are you and what are you doing?" to each player the first time around the table. This sets that player into their character's mindset and lets them know that for their own character the game begins right then.

- **Give each player the same amount of time** to establish where they are and what they are doing. This establishes that everyone is in their standard routine and the balance of play time is fair for all.

- **Use this opening to have players expand on their characters if necessary.** If something significant has changed about the character (they lost an arm, or have a scar on their face) this is the time to do it.

- **If there are players at the table that have never met or seen a particular character, take this time to fully describe each character,** such as their race, gender, looks, hair color, manner of dress, and any special details that are noticeable.

- Each campaign is different, but this is a great chance to **establish the daily routine inside the TARDIS.** While the characters often find themselves in life or death adventures outside the craft, often they live happy and fulfilled lives inside the space craft. Taking the time to describe and experience this can be especially fun. Have them explore the interior of the ship or do the things they love,

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- Some GMs **recap the most recent adventure** before starting the WAYAWAYD turn around the table. This reminds everyone of the most recent events that happened in the campaign and catches up any players who might not have been at those games what the recent story arc has been. Some GMs have the players give the update on how they saw the adventure, which sometimes helps the players start focusing on the game.

- The establishing moments of a game often set the tone. A GM should **create moments of excitement or humor in these early moments** to get the players into the game.

- The interior TARDIS moments of the game can also be used to **properly prepare the characters for the adventure**. It is the time when the Time Lord can give the characters appropriate clothing for the environment, special equipment needed for the adventure, or distribute useful items such as planet appropriate money or identification cards.

- The early part of the game serves as a transition to focus the players. No one should get too mad if people are still occasionally distracted, but a calm and reminding “Heads up, the game has started” usually gets everyone on track. **Be kind but firm if reminding the players to focus** once the game has begun.

- The **establishing turns can be used to continue sub-plots** and remind the players of personal stories that their characters are going through. Having someone wake up from a nightmare of the death of a fellow character, or remembering a happy moment that happened in a previous adventure are great ways to transition into the game, but recall recent plot hooks.

- **GMs should be as positive as they can be** in the opening. Sometimes it takes a while for all players to settle in and get into the game, but if the GM and players are as positive as can be, this feeling of fun will usually affect everyone. Smiles everyone...

- While these are some great tips, **there is no wrong way to transition and start a game**.



THE GAME IN FULL SWING

game continues around the table, the players get pulled into the adventure module that the GM has planned. Turn by turn around the table the transition into the regularly planned adventures unfolds and soon the players are deep in the plot at hand. It is the establishing moments of a game that help the GM gauge the mood of the players. It helps the GM and the players know what they are looking for, and that will enhance the adventure module itself. A strong start usually ends with a strong finish.

The GM and players should find that transition moment that works for their group to start their game. We recommend that this become a consistent part of how game sessions are conducted and then soon it will become the natural transition point between the real world and the limitless and exciting boundaries of the in-game world.



OTHER GMS IN OUR CAMPAIGN ALSO USE THE WAYAWAYD INTRO

EVENT REPORT: DUCK PIN BOWLING AT KOZ'S

In the DDWRPG fanzine we try to give you a look at various events that *Doctor Who* gamers get involved in. This means coverage of various conventions, club events, and other gaming or Who-related activities that our staff discover that Whovians are up to. Hopefully this encourages some of our readers to try these new experiences.

On 14 January 2012, some of our staff joined the Milwaukee Time Lords club in an unusual outing to Koz's Mini-Bowl in Milwaukee, Wisconsin. Koz's is a small corner bar-style of establishment that has a back room that features duck pin bowling lanes. Sixteen of the club's members headed out for an outing at the somewhat famous

Milwaukee landmark. There, they played a set of games on the miniature lanes which are reset by pinsetters who put the pins up by hand!

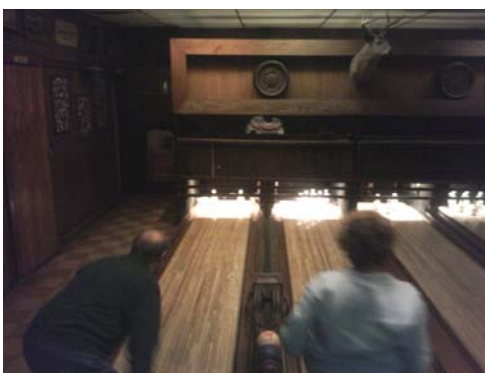
Duck pin bowling is a scaled down version of the standard bowling. Featuring fatter and shorter pins, and shot put sized balls (without finger holes), the game is basically a 1/3 scale version of standard bowling. Though technically strikes are harder to achieve in the game (due to the pin's size and action) most of the players at the event scored better than they would at regular ten pin bowling. Duck pin bowling allows for three shots in a frame, though at this event standard two throws per frame were used.

In general, the game seemed easier than regular bowling and did not require the use of special shoes (at Koz's). The players all had a good time while socializing and talking about *Doctor Who* and other related interests between turns on the lanes. The games were a fun experience and a great opportunity to get out and enjoy the town. From our staff, we had both the best bowler (Eric, who averaged around 200 pins) and the most consistent (Nick, who averaged around 130). Whovian gaming is not just limited to RPGs and miniatures. Get out and try something new. 🎳

DUCK PIN BOWLING

For more on this unique game check out this article:

http://en.wikipedia.org/wiki/Duckpin_bowling



DOCTOR WHO: THE ETERNITY CLOCK ANNOUNCED FOR PS3

C/Net broke the news on 23 January 2012 about the new video game being released for Sony's Playstation 3 console named *Doctor Who: The Eternity Clock*.. The report stated that the game will allow players to play the Doctor and River Song in an adventure that pits the players against the Daleks, Cybermen, and Silurians. The Silence will also make an appearance in the game, but how the memory retention angle of the monsters might work as a game mechanic is unknown. Matt Smith and Alex Kingston will voice their well known characters.

A description of the game as presented by C/Net reports the following:

"In the game you take control of both the Doctor and companion River Song, voiced by Matt Smith and Alex Kingston, to unravel the mystery of The Eternity Clock. Players sneak, run, swing and jump across rooftops and fog-shrouded London streets, heading "into the belly of the beast" to defeat the nefarious plans of the new-look Cybermen, Daleks and Silurians, as well as the Silence. Er... what were the Silence supposed to be again? The trailer offers little clue to the latest travails of the Time Lord, aside from telling us that the Tardis is at the heart of the maelstrom. Ruined London streets and what looks like a mission into a vast Dalek spaceship have got us a wee bit excited about the game: Allons-y! Er, we mean, Geronimo! There's no sign of Amy Pond in the trailer -- sorry dads -- but you do see plenty of River Song." A trailer can be seen at:

<http://crave.cnet.co.uk/gamesgear/doctor-who-the-eternity-clock-coming-soon-to-the-ps3-and-vita-50006744/> 



CUBICLE 7 FACTOID

Cubicle 7 CEO Dominic McDowall-Thomas' Great-Uncle Fred was part of the team that made the first Daleks for *Doctor Who*. This amazing little bit of information was shared in the 17 January 2012 Cubicle 7 e-newsletter.

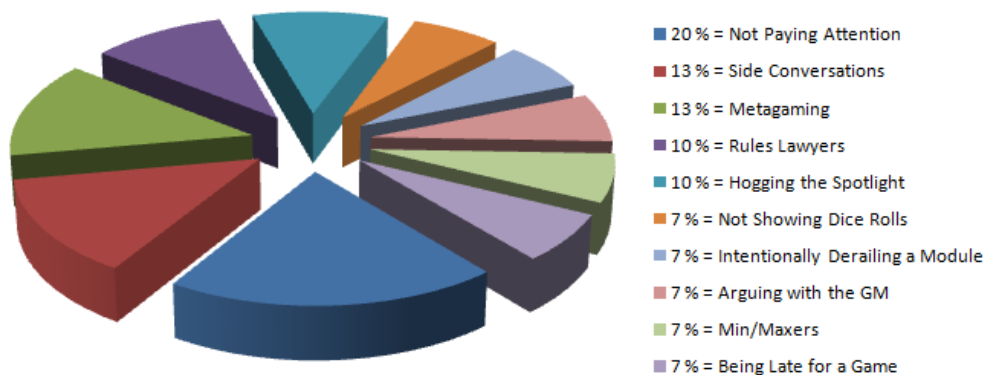
GAMER POLL: MOST ANNOYING PLAYER HABITS

We ask the question “What is the most annoying player habit at the gaming table?” and here are the top complaints. With a full fifth of the vote, “Not paying attention” while the game is going on came top of the list — so pay attention when at the table players! In second place was players having “side conversations”, which really falls into the same category of not paying attention during the game, which with the first place answer captures a full third of the poll. Also capturing 13% of the vote was “Metagaming” as respondents seemed to want true role-playing rather than cheating to solve the adventure at hand. Two categories each garnered 10% of the vote. The first was players who are rules lawyers that debate the GM on how the game should be played. The second was when players dominate a game to the point of excluding others by “hogging the spotlight”. Five other items tied pulling in multiple votes but capturing the bottom slot: players not showing their dice after they roll, players that derail an adventure module intentionally, those who argue with the Game Master, players who min/max their characters every chance they get, and players arriving late to the game. These may have come bottom of the list, but are just as annoying as any other item on the list. All of these annoying habits should be avoided by mature players who want to create a positive and enjoyable atmosphere at the game table.



Sample size: 30 respondents

Most Annoying Player Habit



Does the Doctor act young because he travels with young people, or do the young people act more mature because they travel with the Doctor?



DDW DW RPG

DIARY OF THE DOCTOR WHO **ROLE-PLAYING GAMES**



NEXT ISSUE:

MORE ADVENTURE MODULES
NEW GAZATEER SETTINGS - THE DOCTOR IN OTHER RPG PUBLICATIONS
EXCLUSIVE DOCTOR WHO DOMINOES GAME
and More....

Send your contributions, articles, comments and correspondence to:
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